

Use case: NavigateMap

Short description: How the player navigates the map screen.

Priority: Low

Participating actors: Actual player (AP)

Normal flow of events

Actor	System
AP pushes one of the movement buttons.	
	AP's character moves to the appropriate map node.

Alternate flow:

If AP is trying to move past a level that he has not completed, the character won't move and a typical error sound will be played.

Alternate flow:

If AP is trying to move in a direction that wouldn't lead to a map node, the character won't move and a typic error sound is played.