

# Use Case: Move

**Summary:** This is how the player moves their character throughout the world.

**Priority:** High

**Extends:** -

**Includes:** -

**Participants:** The actual player

## Normal flow of events:

Moving one step without any obstacles in the way.

|   | Actor   | System   |
|---|---|--|
| 1 | Clicks one of the 4 buttons that make the player move (up, down, left, right) |  |
| 2 |   | The character moves in the direction of the button pressed |

## Alternate flows:

2.1 Moving into an object, will make the character not able to move

|       | Actor | System  |
|-------|-------|---|
| 2.1.1 |       | Character walks into an obstacle i.e. tree, stone or wall.                  |
| 2.1.2 |       | Character can not walk through the obstacle and stays in the same position. |

2.2 Character moves in areas with tough terrain

|       | Actor | System   |
|-------|-------|--|
| 2.2.1 |       | Character walks into a tougher terrain i.e. bushes or steps. |
| 2.2.2 |       | Character walks slower in the tougher terrain.               |

## Exceptional flow

There is no exceptional flow.

