Use Case: Move

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

**Priority:** High

**Extends**: -

**Includes:** -

**Participators:** 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.