

Use Case: Move

Summary: This is how the player moves their avatar around inside the grid. UC Attack is available before and after this UC, although not to be performed simultaneously. UC Move can be resumed when UC Attack is no longer in motion and vice versa.

Priority: High

Extends: –

Includes: UC MoveUp, UC MoveDown, UC MoveRight, UC MoveLeft

Participators: Actual player

Normal flow of events

A standard procedure Move.

	Actor	System
1	Presses one of the AWSDD keys on keyboard (see included UCs)	
2		Avatar moves in correct direction (see included UCs) on grid in current room.

Alternate flows

Flow 1.1: Player walks into wall

	Actor	System
1.1.1		Avatar remains still facing wall until one of the other AWSDD keys is pressed.

Flow 1.2: Player collides with zombie

	Actor	System
1.2.1		Zombie attacks. GAME OVER.

Flow 1.3: Player walks through door

	Actor	System
1.3.1		Screen goes dark, new room loads.
1.3.2		New room on screen; avatar enters.

Exceptional flow

	Actor	System
1	Presses more than one of the AWS D keys on keyboard (see included UCs) simultaneously	
2		Avatar moves in direction given by the <i>most recently pressed key</i> .