Use Case: MoveDown

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

Priority: High

Extends: UC Move

Includes: –

Participators: Actual player

Normal flow of events

A standard procedure MoveDown.

	Actor	System
1	Presses "S" key	
2		Avatar moves in the direction *down* on grid in current room.

Alternate flows

See UC Move (this UC included).

Exceptional flow

See UC Move (this UC included).