Use case specification: Player Walk

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| **Goal in context** | Player must walk, if end user presses left or right arrow key. |
| **Preconditions** | Player exists in game world.  Player is either jumping or idle. |
| **Successful end condition** | Player moves to left or right. |
| **Failed end condition** | Player doesn’t move. |
| **Primary actors** | Player |
| **Triggers** | Change in Player position. |
| **Main flow** | 1. Player walk animation sequence is displayed. 2. Player moves either to right or to left. 3. Up on key release player becomes still (in Idle). |
| **Extended flow** | * 1. If there exist a platform, player stands on platform.   2. If player overlaps with ghost, player dies.   3. If player overlaps with pumpkin, score increases by 1. |