**Use-Case Specification: Move Camera**

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**1. Move Camera**

**1.1 Brief Description**

The use case Move Camera is important, because it helps the user to get an overview of the map, carry the focus of the game and/or send a group of ants to different tasks.

**2. Flow of Events**

**2.1 Basic Flow**

The world camera can be moved via the “WASD” keys so far.



**2.2 Alternative Flows**

n/a

**3. Special Requirements**

n/a

**4. Preconditions**

Since this Use Case is one of the first processes running after the start of the application, there are no preconditions.

**5. Postconditions**

Since this Use Case is running with the application the whole time, there are no postconditions.

**6. Extension Points**

n/a