

Use Case: Move

Summary: The main player's movement in the game.

Priority: high

Extends: --

Includes: --

Participators: Actual player

Normal flow of events

Moving without consequences

	Actor	System
1	Player presses right/left arrow key	
2		The image of the character changes depending on the direction of the pressed arrow key (Character moves along that direction).
3		Character moves in direction of the arrow key (either right or left) in the world (on the solid ground or in the air).

Alternate flow

Flow 2.1 If the character is holding an item

	Actor	System
2.1.1		The image of the character changes depending on the direction. The item follow the character as he walks.
2.1.2		(Continue at flow number "3.*")

Flow 3.1: Character tries to move into a wall or a platform edge when on ground

	Actor	System
3.1.1		Character remains at the same horizontal position (Can't go through walls)

Flow 3.2 Character tries to move into a wall or a platform edge when in air

	Actor	System
3.2.1		The character slowly moves down against the wall.

Flow 3.3 Character moves into a moveable box

	Actor	System
3.3.1		Character slows down and box moves in the same direction.

Flow 3.4 Character moves over empty space (moves over an edge)

	Actor	System
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3.4.1		Character moves in direction of the arrow key (either right or left) over an edge.
3.4.2		Character falls down until it reaches non-empty space (solid ground).

Exceptional flow

There is no exceptional flow.