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 (Character moves along with the 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 moves from one side of the character to the other side of the character. (Character and item are depended on the direction of the arrow key).
2.1.2		(Continue at flow number "3.*")

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

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

Flow 3.2 Character stepps on spikes

	Actor	System
3.2.1		Character moves in direction of the arrow key (either right or left) onto spikes.
3.2.2		Character blinks for a short time.
3.2.3		Character becomes "immortal" during this time.
3.2.4		A heart is removed from the "life bar".

Flow 3.2.4 There is no hearts left on the "life bar"

	Actor	System
3.2.4.1		Arrow keys are disabled.
3.2.4.2		Character becomes sad.
3.2.4.3		The game ends and a "Game Over"-label is displayed.
3.2.4.4		Screen changes into "Highscore" view.

Flow 3.3 Character moves over empty space (moves over an edge)

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

Exceptional flow
There is no exceptional flow.