Use Case: Move

Summary: If the player doesn't interact with the game, the system automatically moves the player forward.
Priority: High
Includes: Gravity, Position, Collision
Participators: Player

Normal flow of events

Moves without colliding with anything. A move without consequences.

	Actor	System
1.	Doesn't interact	
2.		Moves the player with its speed.

Alternate flows

Flow 2.1

The player collides with platform

	Actor	System
2.1.1		Sets the speed in the direction of the collision to 0. Keeps moving the camera.

Flow 2.1.1

The player collides with platform

	Actor	System
2.1.1		The player avoids being placed off screen by jumping, see use case jump

Flow 2.1.2

The player gets placed off screen.

	Actor	System

2.1.1		Show game over screen which includes an option to start from last checkpoint.

Flow 2.2

The player collides with platform while jumping upwards.

	Actor	System
2.2		Let the player pass the platform