

Use case: Move character

This should be max 2 pages. If longer use include (or extend) other use case (i.e. refactor)

Short description: The player should be able to move his character

Priority: Medium

Participating actors: Players (P).

Normal flow of events

1. action (actor)
Player presses any of the direction keys on the keyboard.
2. response (application)
The character should move in the direction of the key pressed.

Alternate flow

- 3.1 action (actor)
Player tries to move out of the gameboard or on tower/path tiles.
- 4.1 response (application)
The character won't move.

Exceptional flow