# Use case: Move

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

Short description

Priority: high

Extends or Includes: no other use case

Participating actors

* Player 1

Normal flow of events

|  |  |
| --- | --- |
| Actor | System |
| Player 1 presses the right direction on the keyboard |  |
|  | Player 1´s avatar is moved from the actual space on the board to the tile to its right on the board. |

Alternate flow (Unable to move because obstacle in the way or board is out of bounds to the right)

|  |  |
| --- | --- |
| Player 1 presses the right direction on the keyboard |  |
|  | Player 1´s avatar is stuck on its actual position. |

Alternate flow

Walks into fire (see UC Walk into Fire)