Use Case: Movement
Summary: Movement of the player character. A game must have started for movement to be enabled.
Priority: High
Extends:
Includes: Collision
Participators: Actual Players

Normal flow of events:

	Actor	System
1	Moves character with movement keys	
2		Player character is moved in specified direction.

Alternate flows:
Flow 2.1 Player moves into zombie:

	Actor	System
2.1.1		Player takes damage. Player health is reduced. Damage animation is played.

Flow 2.1.2 Player health is reduced below zero.

	Actor	System
2.1.2.1		Player character is disabled/killed until current wave ends.

Flow 2.1.2.2 All other players are dead

	Actor	System
2.1.2.2		Game ends. Prompt to restart or exit is shown.

Exceptional flows:
Flow 2.2 Player moves into wall or player:

	Actor	System
2.2.1		Player doesn't move in specified direction.