

Use case: Move

Summary:

The user presses the arrow keys ("left", "right") and the tank will move in desired direction

Priority:

high

Extends:

StartGame

Includes:

DoTurn

Participants:

Actual player

Normal flow of events:

The player moves the tank

	Actor	System
1	User <u>holds down</u> left/right arrow	
2		Tank <u>moves</u> left/right on the terrain
3		Fuel level <u>decreases</u> by numbers in a field showed at the top right corner

Alternate flow:

The player tries to move the tank, however the steepness in terrain doesn't allow it to be moved.

	Actor	System
1	User holds down left/right arrow	
2		Tank <u>stays</u> at the same position

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