

Use case: Aim Tank

Summary:

The user presses the arrow keys ("up", "down") and the tank will aim in desired direction

Priority:

High

Includes:

DoTurn

Participants:

Actual player

Normal flow of events:

The player aims the tank gun

	Actor	System
1	Player <u>holds</u> down the up/down arrow keys	
2		Tank gun moves in the desired direction left or right
3		

Alternate flow:

The player tries to aim down/up but the tank gun is already at minimum/maximum angle

	Actor	System
1	Player <u>holds</u> down the up/down arrow keys	
2		Tank gun <u>stays</u> at 90 degrees angle left or right