Use case: Move

Summary:
The user presses the arrow keys ("left", "right") and the tank will move in desired direction
Priority:
High
Includes:
DoTurn
Participants:
Actual player

Normal flow of events:
The player moves the tank

	Actor	System
1	**Player** <u>holds</u> down the left/right **arrow keys**	
2		Tank <u>moves</u> left or right on the **terrain** where the game is played
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	**Player** <u>holds</u> down the left/right **arrow keys**	
2		Tank <u>stays</u> at the same **position**