Use case: Aim

Summary:
The user presses the arrow keys ("up", "down") and the tank will aim in desired direction
Priority:
High
Extends:
StartGame
Includes:
DoTurn
Participants:
Actual player

Normal flow of events:
The player aims the tank gun

	Actor	System
1	**User** <u>holds</u> down up/down **arrow**	
2		<u>Remove</u> animation of **tank gun**
3		<u>Paint</u> a new tank gun with the new **angle**

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

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

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