Use Case: CS_Move

Summary: This is when the user moves around in the candy shop.

Priority: Low

Extends: GoToCandyShop

Includes: -

Participator: The player, the application.

Normal flow of events

	Actor	System
1	The user is in the candy shop (UC: GoToCandyShop) and has marked the current player's name. He then presses any of the arrow keys	
2		The marker for the currently market item is moved in the same direction as the arrow key that the user pressed.

Alternative flow of events
If the player field was marked and the key was LEFT or RIGHT

	Actor	System
2.1	The user is in the candy shop (UC: GoToCandyShop) and has marked the current player's name. He then presses any of the arrow keys	
2.2		UC: CS_ChangePlayer

Alternative flow of events
If the candy field was marked and the key was LEFT or RIGHT

	Actor	**System**
3.1	The user is in the candy shop (UC: GoToCandyShop) and has marked the current player's name. He then presses any of the arrow keys	
3.2		UC: CS_ChangeCandy