

Use Case: Move

Summary: This is what happens if the user presses any of the keys for moving.

Priority: high

Extends: -

Includes: -

Participator: Player 1, System

Normal flow of events

	Actor	System
1	Starts to press arrow key	
2		The graphical player is deleted from its current place.
3		The player is repainted at a position a bit away from the previous.
4	Releases the key	
5		Stops moving player

Alternative Flow

The user is pressing two (non-opposite) arrow keys at the same time

	Actor	System
2.3		Player is repainted a bit further away, diagonally from the previous position

Alternative Flow

The user is pressing two (opposite) arrow keys at the same time

	Actor	System
3.2		Nothing happens.
3.3		Nothing happens.

Alternative Flow

The player has hit the “ceiling” of the gameboard

	Actor	System
4.2		Nothing happens.
4.3		Nothing happens.