# Use Case: P1Moves

**Summary:** This is what happens if the user presses the key for moving player1.

**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 |
|---|---|---|
| 3.1 | | Player is repainted a bit further away, diagonally from the previous position |

## Alternative Flow
The player has hit the "ceiling" of the gameboard

|  | Actor | System |
|---|---|---|
| 2.2 | | Nothing happens. |
| 3.2 | | Nothing happens. |