# Take Move Action

## Context

Player is in a location and has been displayed the location description and available actions

World has a set of (interconnected) locations with some hazard locations and at least one goal location

## Primary Flow

1. User selects a move action
2. System does not detect any hazards/goal in the new location
3. System updates players location
4. System displays new location description
5. System identifies available actions based on location and plater status/inventory
6. System displays available actions

## Alternative Flows

Player enters hazard location and does not die

1. System detects a hazard in the new location
2. System applies the damage from the hazard to the player
3. System updates player status
4. System checks the player status is alive
5. Return to primary flow step 3

Player enters hazard location and dies

1. System detects a hazard in the new location
2. System applies the damage from the hazard to the player
3. System updates player status
4. System checks the player status is dead
5. System displays game over message based on new location’s hazard

Player enters goal location and wins

1. System detects a goal in the new location
2. Display a win screen