

Use Case: MoveNorthWest

Summary: This is how the player moves in the direction *northwest* across the grid, where 'northwest' is considered increasing the positional value along the y-axis while decreasing it along the x-axis on the two-dimensional playing field.

Priority: High

Extends: UC MoveDiagonally

Includes: –

Participators: Actual player

Normal flow of events

A standard procedure MoveNorthWest.

	Actor	System
1	Presses 'W' and 'A' keys simultaneously.	
2		Avatar moves <i>northwest</i> across the grid.

Alternate flows

See UC MoveDiagonally (this UC included).

Exceptional flow

See UC MoveDiagonally (this UC included).