

Use Case: MoveUp

Summary: This is how the player moves their avatar up inside the grid, where 'up' is considered increasing the positional value along the y-axis on the two-dimensional playing field.

Priority: High

Extends: UC Move

Includes: –

Participators: Actual player

Normal flow of events

A standard procedure MoveUp.

	Actor	System
1	Presses "W" key.	
2		Avatar moves in the direction <i>up</i> on grid in current room.

Alternate flows

See UC Move (this UC included).

Exceptional flow

See UC Move (this UC included).