

Use Case: MoveDiagonally

Summary: This is how the player moves diagonally on the two-dimensional playing field.

Priority: High

Extends: UC Move

Includes: UC MoveNorthWest, UC MoveNorthEast, UC MoveSouthWest, UC MoveSouthEast

Participators: Actual player

Normal flow of events

A standard procedure MoveDiagonally.

	Actor	System
1	Presses a pair of the WASD keys apart from the combination W and S simultaneously.	
2		Moves avatar diagonally across screen.

Alternate flows

See UC Move (this UC included).

Exceptional flow

See UC Move (this UC included).