

Use Case: Aim

Summary: This is how the player aims, e.g. controls in which direction the projectiles will be thrown. It is possible to switch between key-aiming and mouse-aiming.

Priority: High

Extends: -

Includes: -

Participators: Actual player

Normal flow of events

A standard procedure Aim.

	Actor	System
1	Presses 'up' OR 'down' arrow key.	
2		Arrow changes direction turning clockwise OR counterclockwise around the avatar.

Alternate flows

Flow 1.3: Non-assigned keys pressed

	Actor	System
1	Presses 'C' key.	
2		Changes from key-aiming to mouse-aiming.
3	Moves mouse.	
4		Arrow changes direction by following cursor.

Exceptional flow

Flow 1.3: Non-assigned keys pressed

	Actor	System
1.5.1	Presses keys without an assignment in an attempt to aim.	
1.5.2		Arrow remains still.