Use Case: Move

Summary: This is how the player moves their avatar around inside the grid. UC Attack is available while this UC is being performed and vice versa.

Priority: High

Extends: –

Includes: UC MoveUp, UC MoveDown, UC MoveRight, UC MoveLeft, UC MoveDiagonally

Participators: Actual player

Normal flow of events

A standard procedure Move.

	Actor	System
1	Presses one of the WASD keys on keyboard (see included UCs).	
2		Avatar moves in correct direction (see included UCs) on grid in current room.

Alternate flows

Flow 1.1: Player walks into wall

	Actor	System
1.1.1	Moves into a wall.	
		Avatar remains still facing wall until one of the other WASD keys is pressed.

Flow 1.2: Player collides with zombie

	Actor	System
1.2.1	Moves into a zombie.	
		Zombie attacks. The number of lives the player has is decreased by a certain amount depending on the amount of damage the zombie is capable of. Should the player's lives go below zero, the game is over.

Flow 1.3: Player walks through door

	Actor	System
1.3.1	Moves through door.	
1.3.2		New room on screen; avatar enters.

Flow 1.4: Multiple keys pressed at once

	Actor	System
1.4.1	Presses more than one of the WASD keys on keyboard (see included UCs) simultaneously.	
1.4.2		Avatar moves in direction given by the *most recently pressed key. Will move diagonally* (see UC MoveDiagonally) *should the combination be AW, AS, SD, or WD.*

Exceptional flow

Flow 1.5: Non-assigned keys pressed

	Actor	System
1.5.1	Presses keys without an assignment in an attempt to move.	
1.5.2		Avatar remains still.