Use Case: MoveRight

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

Priority: High

Extends: UC Move

Includes: –

Participators: Actual player

Normal flow of events

A standard procedure MoveRight.

	Actor	System
1	Presses "D" key.	
2		Avatar moves in the direction *right* on grid in current room.

Alternate flows

See UC Move (this UC included).

Exceptional flow

See UC Move (this UC included).