

Use Case: MoveSouthEast

Summary: This is how the player moves in the direction *southeast* on the grid, where 'southeast' is considered decreasing the positional value along the y-axis while increasing the positional value along the x-axis on the two-dimensional playing field.

Priority: High

Extends: UC MoveDiagonally

Includes: –

Participators: Actual player

Normal flow of events

A standard procedure MoveSouthEast.

	Actor	System
1	Presses 'S' and 'D' keys simultaneously.	
2		Avatar moves <i>southeast</i> across the grid.

Alternate flows

See UC MoveDiagonally (this UC included).

Exceptional flow

See UC MoveDiagonally (this UC included).