

# Use Case: MoveNorthEast

Summary: This is how the player moves in the direction *northeast* on the two-dimensional playing field, where 'northeast' is considered an increasing positional value along both the x- and y-axis.

Priority: High

Extends: UC MoveDiagonally

Includes: –

Participators: Actual player

## Normal flow of events

A standard procedure MoveNorthEast.

	Actor	System
1	Presses 'W' and 'D' keys simultaneously.	
2		Moves avatar northeast across the grid.

## Alternate flows

See UC MoveDiagonally (this UC included).

## Exceptional flow

See UC MoveDiagonally (this UC included).