Use Case: MoveDown

Summary: This is how the player moves their avatar *down* inside the grid, where 'down' is considered decreasing the positional value along the y-axis on the two-dimensional playing field.

Priority: High

Extends: UC Move

Includes: –

Participators: Actual player

Normal flow of events

A standard procedure MoveDown.

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

Alternate flows

See UC Move (this UC included).

Exceptional flow

See UC Move (this UC included).