Use case: Move

Summary: This is how the player moves in the world.
Priority: Very high
Extends:
Inherits:
Participator: Actual player

Normal flow of events
Player tries to move inside world. The tile in which the player is trying to move to is reachable

Move (up) Jump/booster(fly)

#	Actor	System
1	Move TouchPad up	
2		(booster animation) Player flies up. Fuel tank gauge decreased.

Move (vertically)

#	Actor	System
1	Move TouchPad vertically	
2		(move animation) Player moves in TouchPad direction. Fuel tank gauge decreased.

Alternate flow of events
Flow 2.1: Player tries to move inside world. The tile in which the player is trying to move to is non-reachable

#	Actor	System
2.1	Move TouchPad in direction of "unreachable" tile	
2.2		(move animation) Player stays still. Fuel tank gauge decreased.

Use case: Drill

Summary: This is how the player drills in the world.
Priority: high
Extends:
Inherits:
Participator: Actual player

Normal flow of events
Player tries to drill into tile. The tile is of the type: dirt

Drill (down)

#	Actor	System
1	Move TouchPad down	
2		Checks if player is on ground. (not "flying")
3		(Drilling animation) Player removes block below. Fuel tank gauge decreased.

Drill (vertically)

#	Actor	System
1	Move TouchPad vertically	
2		Checks if player is on ground. (not "flying")
3		(Drilling animation) Player removes block in touchpad direction. Fuel tank gauge decreased.

Alternate flow of events

Flow 2.1: Player tries to drill into tile. The tile is of the type: rare

#	Actor	System
2.1	Move TouchPad vertically or down	
2.2		Checks if player is on ground (not "flying")
2.3		(Drilling animation) Player removes block in touchpad direction. Fuel tank gauge decreased. Score increased.
2.4		If inventory is not full
2.5		Rare material is added to inventory

Use case: Exit

Summary: This is how the player exits the game
Priority: low
Extends:
Inherits:
Participator: Actual player

Normal flow of events
Player tries to exit the game