

# Use Case

Summary: The performance of a move action and its consequences

Priority: Very high

Extends:

Inherits:

Participator: The actor

## Move up Jump/booster(fly)

	Actor	System
1	Move TouchPad up	
2		(booster animation) Player flies up. Fuel decreased
3		

## Move down Jump/booster(fly)

	Actor	System
1	Move TouchPad down	
2		(Drilling animation) Player removes block below Fuel decreased
3		

## Move vertically Jump/booster(fly)

	Actor	System
1	Move TouchPad vertically	
2		(move animation) Player moves in touc direction. Fuel decreased
3		

## Move up Jump/booster(fly)

	Actor	System
1	Press arrow key	
2		(move animation) Player moves in arrow direction. Fuel decreased
3		

## Move.1 (If tile in arrow direction is common material like dirt)

**Summary:** The performance of a move action and its consequences when it encounters common material

**Priority:** High

**Extends:**

**Inherits:**

**Participator:** The actor

	Actor	System
1	Press arrow key	
2		(move animation)

		Solid tile in arrow direction is removed and player moves in arrow direction. Fuel tank gauge decreased.
3		

## Move.2 (If tile in arrow direction is rare material)

**Summary:** The performance of a move action and its consequences when the actor hits a rare material tile

**Priority:** Medium

**Extends:**

**Inherits:**

**Participator:** The actor

	Actor	System
1	Press arrow key	
2		(move animation) Solid tile in arrow direction is removed and player moves in arrow direction. Fuel tank gauge decreased, score increased and inventory updated.
3		

## Move.2 (If tile in arrow direction is non-reachable)

**Summary:** The performance of a move action and its consequences when you reach an unreachable tile.

**Priority:** Low

**Extends:**

**Inherits:**

**Participator:** The actor

	Actor	System
1	Press arrow key	
2		(move animation) Player doesnt move
3	Do something	