

Use Case Name	Character Movement from User Input
Summary	<p>The user will gain control of their character at the start of the game and will be able to move them until the game is ended.</p> <p>Technical description: The player can move in the 4 cardinal directions (north, south, east, west) or (up, down, right, left). If the player is obstructed by a wall, they will not be able to move in that direction and will be put at a standstill until they move in a valid direction. Players can only move through (and remove) ghosts if they have received a powerup in a recent specified amount of time.</p>
Basic Flow	<ol style="list-style-type: none"> 1.) User imputes a cardinal direction move. 2.) If the user cannot move in that direction, they are put to a standstill. 3.) If the user can move in that direction, continue that direction until a new move is imputed or the character hits a wall. 4.) If a user encounters a ghost on their path, they will only move through (and remove) the ghost if they have received a powerup in a recent specified amount of time.
Preconditions	The board and character are loaded, and the character is ready (and alive) for the user to control.
Postconditions	The system registers the imputed move and executes the correlated command. The system will then display the character moving in that direction and/or stopping if the move makes the character hit the wall.
Alternative Flows and Exceptions	If Step 4 of Basic Flow causes the character to die (they do not have the powerup active), the player will no longer have control of the character and cannot input another move. The user will also not be able to input a move whenever the system indicates that the game is over: [character dies, user wins, system errors and returns to menu].