Move

Use Case: Move

Scope: FlashPoint

Level: Subfunction

Intention in Context: The intension of the Player is to move to a new position

Primary Actor: Player

Secondary Actor: POI Manager

Main Success Scenario:

1. Player informes System that he wish to move to a new position.
2. System highlights all reachable positions/grids.
3. Player choose a position.
4. System determines the cheapest path to the destination.
5. System updates the process of walking.
6. POI manager determines if there is a POI need to be revealed.

Extensions:

3a. Player chooses a unreachable position, System warns the player. Use case ends in failure.

3b. Player informes System that he determines not to move. Use case ends in failure.