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| **Use Case Name:** Gameplay Loop | **ID**: | **Priority**: | |
| **Actor:** The Player | | | |
| **Description:** The loop of surviving wave after wave of seemingly never-ending hostiles in order to see how long you can last. | | | |
| **Trigger**:  Type: 🞎 External 🞎 Temporal | | | |
| **Preconditions:**  The Player Starts game by pressing “game start” button | | | |
| **Normal Course: Information for Steps:**  The Player is dropped into area filled with hostiles  Player fights hostiles  Player is defeated by hostiles  Game is over | | |
| **Postconditions:**  Player is booted back to main menu to ether start or exit the game. | | |
| **Exceptions**: | | |