Use Case: Player Death

Summary: A player dies

Priority: High

Extends:
Includes:

Participators: Player

Normal flow of events

A player makes contact with something lethal.

	Actor	System
1	Player walks into danger. (PlayerMove)	
2		Player dies.

Alternate flows

Flow 2.1: Danger is created where the player stands.

	Actor	System
1		Player dies.