

## Use case: Next level

**Summary:** This is how the player proceeds to the next level. This happens when the player has grown big enough.

**Priority:** Low

**Extends:** -

**Includes:**

**Participators:** The player. The map.

### Normal flow of events

	Actor	System
1		The game won't temporarily not listen to player input(so the player cannot move). Outside of the area of the current level the entities of the next level are placed out. The player is zoomed out until the player looks small enough, showing the new entities. After this the game now again listens to player input and the player can now proceed with the next level.