

## 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 entities of the next level are generated. The player, obstacles, planets, powerups, and enemies are placed out. Other factors like the level size are also decided. Then all these entities are placed out in the level. The system ensures that they are not placed on top of each other. “next level”-sound effect is played.

### Alternative Flow

#### 1.1 Set setting “enemies” is disabled.

	Actor	System
1.1.2		No enemies are placed out in the level generation. Aside from that, everything is the same as in the normal flow.