

Use case: Die

Short description: How a character dies

Priority: Mid

Participating actors: Player character (PC), Actual player (AP)

Normal flow of events

Actor	System
PC connects with hazardous object and after the HP loss HP is below 1.	
	The PC's death animation is displayed and the AP is returned to beginning of the level. The level is reset and any weapons or upgrade points picked up during the level will be removed.