

Use case: CompleteLevel

Short description: What happens when the character is at the finishing line/goal tile.

Priority: High

Participating actors: Player Character (PC)

Normal flow of events

Actor	System
PC is standing on the goal tile.	
	The level is completed, the view is changed to the level overview and the next level is unlocked. All upgrade points and weapons the player found on the level is added to game progress.

Exceptional flow: No exceptions.