Use Case: EnterNewWorld

Summary: The player moves into a new world such as a new building. When this happens a new world is loaded onto the screen.

Priority: High

Extends: -

Includes: Move

Participators: The player and the application.

Normal flow of events:

The player walks up to the door of a building.

	Actor	System
1	Player moves off the screen.	
2		The world/surroundings is changed to the new one.
3		Text message showing the name of the new world.

Exceptional flow

There is no exceptional flow.