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.