Using a completion handler to handle level boundaries

```
game: Game
```

run()

runNext()

opt [!levels.isEmpty()]

level = levels.remove(0)

```
level :Level
```

run()

```
completionHandler
:LevelCompletionHandler
```

doRun()

act()

alt [PacPlayer won]

noMoreLevels = noMoreLevels()

opt [noMoreLevels == false]

hide()

handleCompletion(game)
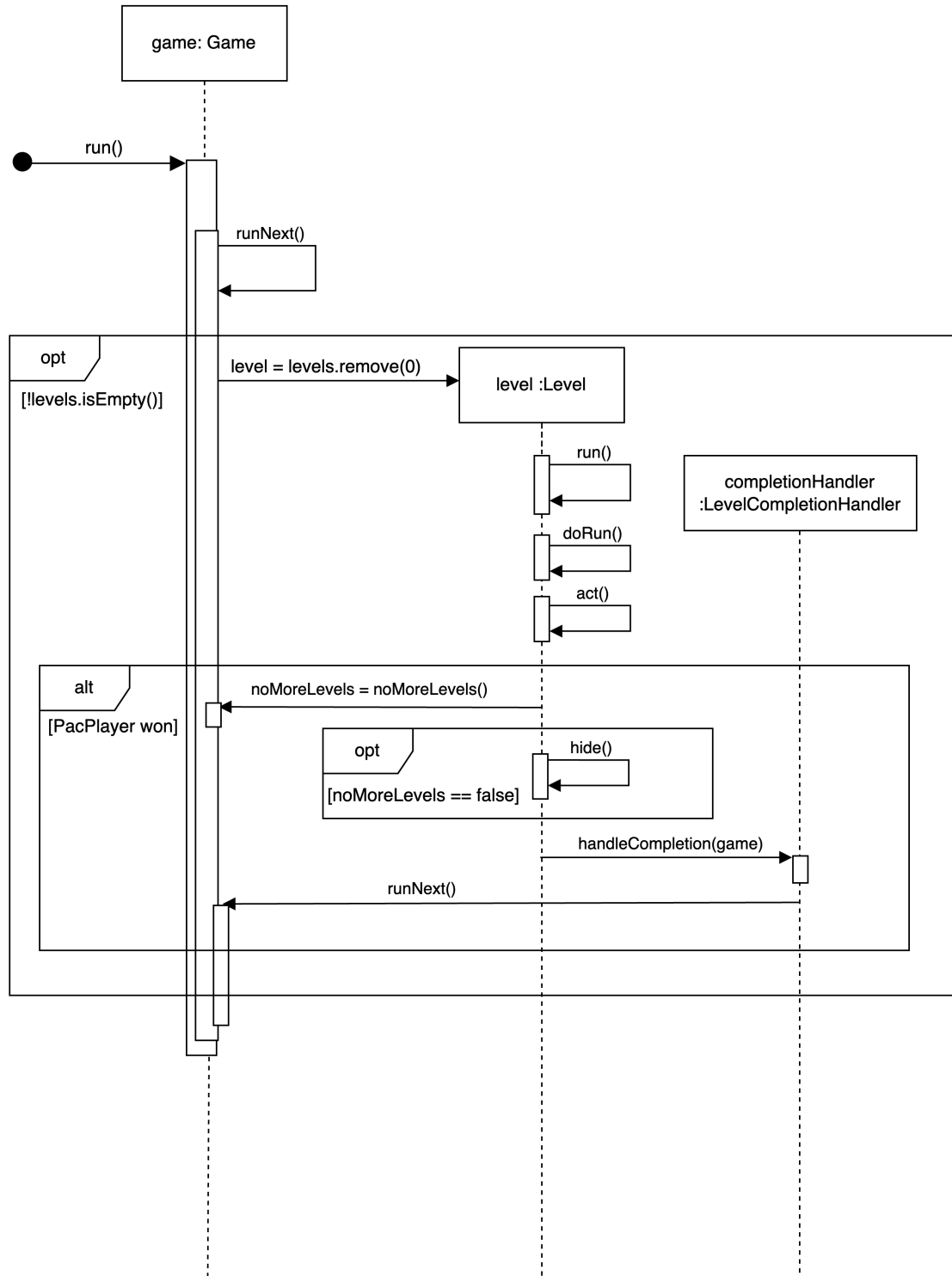
runNext()

runNext() repeats until there are no more levels left in the game (i.e. like a while loop, but the "opt" box better reproduces the actual procedure implemented).