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| Player Dies 21.0 |
| Brief Description: Player character loses all health and loses the game |
| Input Parameters: Player health equal to or below zero |
| Output Parameters: Player health depletes and player is prompted to continue the game |
| Called From: None |
| Modules Called: User Enter Section of Map 2.0, Player Respawn 22.0 |
| Author: Jan Cajas  Date: 12/2/2015 |
| Peer Reviewer: Delmis Spies |