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| **22.0** | **Enemy Spawn** |
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| **Purpose:** | Give user to enemy to fight |
| **Overview:** | Users must fight enemies to progress to the next zone of the map |
| **Type:** | Essential |
| **Preconditions:** | User is controlling their Character. |
| **Postconditions:** | Enemy spawn. |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | | 1. Move to the next zone of the map | 1. A number of enemies spawn and attack the Character | | |
| **Alternative Flow of Events** | |
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