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| **23.0** | **Enemy Defeated** |
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| **Purpose:** | Enemies must be beatable to progress through the map |
| **Overview:** | User beats an enemy to gain experience to level and currency to use the gym |
| **Type:** | Essential |
| **Preconditions:** | User is controlling their Character. |
| **Postconditions:** | Enemy spawn. |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | | 1. User beats an enemy | 1. Enemy disappear 2. Gain experience 3. Currency drop | | |
| **Alternative Flow of Events**  Line 1: User dies before beating the enemy | |
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