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| **32.0** | **Player Dies** |
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| **Purpose:** | Give Users a challenge and to have death as a negative impact. |
| **Overview:** | When Character’s health reaches 0 he loses all curency |
| **Type:** | Essential |
| **Preconditions:** | Character has died and user selected to continue. |
| **Postconditions:** | Character enters a previous map, loses all currency. |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | | 1. Characters have 0 health. | 1. User is prompted with a continue message. | | 1. User selects yes. | 4. Character respawn. | |  |  | |  |  | | |
| **Alternative Flow of Events**  Line 3: Selects no and return to the start menu. | |
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