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| **24.0** | **Level Up** |
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| **Purpose:** | Give a sense of progress for the user |
| **Overview:** | Users are able to build their character stats to make their character more powerful. |
| **Type:** | Essential |
| **Preconditions:** | User is controlling their Character. |
| **Postconditions:** | Enemy spawn. |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | |  | 1. Experience goes back to 0 2. Character gain skill points | | |
| **Alternative Flow of Events** | |
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