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| **30.0** | **Hit Man Hole** |
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| **Purpose:** | User can find a secret area to go through the map. |
| **Overview:** | Character hit’s the man hole to traverse through the sewers |
| **Type:** | Essential |
| **Preconditions:** | User is controlling their Character. |
| **Postconditions:** | Character enters a new map. |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | | 1. User hit the man hole. | 1. User enters a new area. | |  |  | | |
| **Alternative Flow of Events**  Line 2: Character died | |
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