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| **32.0** | **Player Respawn** |
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| **Purpose:** | User respawn to a previous map. |
| **Overview:** | Character hit’s the man hole to traverse through the sewers. |
| **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 full health | 1. User enters the previous area with no currency. | |  |  | | |
| **Alternative Flow of Events** | |
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