

# Use Case: Start new game

**Summary:** Starts a game based on previous progress

**Priority:** High

**Includes:** Gravity, Position, Collision

**Participators:** Player

## Normal flow of events

	Actor	System
1.	Selects to play	
2.		Fetches and sets up a level based on the player's previous progress.
3.		

## Alternate flows

### Flow 2.1

The player collides with platform horizontally.

	Actor	System
2.1.1		Sets the horizontal speed to 0.
2.1.2		"Release" the camera from the player (to make it possible for the player to get off screen which is a game over condition).

### Flow 2.2

The player collides with platform while downwards

	Actor	System
2.2		Player gets grounded (doesn't fall).