Use Case: Reach checkpoint

Summary: Save the player's state at regular intervals

Priority: High
Includes: Play level
Participators: Player

Normal flow of events

Continuing play.

| | Actor | System |
|----|---------------------|--|
| 1. | Reach a checkpoint. | |
| 2. | | Save the players state into a checkpoint |

Alternate flows

There is no alternate flows

Exceptional flows

There is no exceptional flows