Use Case: Play level

Summary: Continue to play on the current progress.
Priority: High
Includes: Play level
Participators: Player

Normal flow of events

Continuing play.

	Actor	System
1.		Move the player with its speed
2.	Jump, reach checkpoints, change dimension and avoid obstacles along the way. See use case Jump, reach checkpoint and change dimension.	
3.		Show finished level screen if the player reaches the end of the level.
		Changed the level to passed.

Alternate flows

There is no alternate flows

Exceptional flows

There is no exceptional flows