Use Case: CS_StartNextLevel

Summary: When the player have completed a level and done with buying candy-stuff, the player can then proceed to next level by pressing button "StartNextLevel" and then next level will start, and then show an updated level.

Priority: Low

Extends: -

Includes: -

Participator: One player, the application.

Normal flow of events

The player has finished a level and also is just finished in the CandyShop and is about to start next level.

	Actor	**System**
1	After the player has completed the first level and is done with buying things in CandyShop, the player then clicks the button "StartNextLevel" to proceed to next level.	
2		So next round will initiate, and the current level in upper left corner will be increased with one.