Use Case: StartWave

Summary: This is when kids are starting to come.

Priority: Medium

Extends: StartNewGame, CS_StartNextLevel

Includes: -

Participator: The application.

Normal flow of events

	Actor	System
1	A level is active (started either by UC: StartNewGame or UC: CS_StartNextLevel)	
2		Kids will start walking in on the screen, from the right side.