Use Case: UpdateCurrentLevelView

**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 “I’m done!” and then next level will start, and then show an updated level.

**Priority**: Low

**Extends**: -

**Includes**: - CandyShop

**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.

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|  | **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 “I’m done!” to proceed to next level. |  |
| 2 |  | So next round will initiate, and the current level in upper left corner will be increased with one. |