# Advancing to next level

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| **Use Case Name**: Advancing to next level |
| **Brief Description:**  The player advances to next level if max level reached for the particular level |
| **Actors:** Player and Game |
| **Basic Flow:**   1. The player moves the turtle 2. The player eats lettuces or bug and gets points 3. Player advances when max point reached for that level |
| **Alternate Flow:**   1. The player has gotten points very close to max points for game 2. The player moves the turtle 3. The player eats either lettuce or bug 4. The game is over and the player wins, if maximum points are reached. |
| **Preconditions:**  The turtle must not die and must eat lettuces or bug to gain enough points to advance |
| **Success Guarantee:**  A game level display shows the next level up |
| **Minimal Guarantee:**  N/A. |