**UC 20 – Losing**

Losing dialog pops up.

• PlayerManager class update is called and checks if player has been killed.

• PlayerManager class alerts GameController class that game has been lost.

• GameController class uses UI Window properties and displays a losing dialog.

Player is put back into the main menu.

• GameController class launches main menu scene.

• GameController class returns to PlayerManager class.

• PlayerManager class returns to Unity and scene is launched.