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| Dive Punch 4.1 |
| Brief Description: Player character strikes the enemy with an aerial strike |
| Input Parameters: Hit J or I key after initiating the jump animation |
| Output Parameters: Character dives from the air and punches the ground for an Area of Effect (AOE) attack |
| Called From: Jump 4.0 |
| Modules Called: None |
| Author:  Date: |
| Peer Reviewer: |