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| **10.0** | **Crouch** |
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| **Purpose:** | Give Character to dodge attack. |
| **Overview:** | The user is able dodge an attack. |
| **Type:** | Essential |
| **Preconditions:** | User is controlling their Character. |
| **Postconditions:** | Character is crouching. |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | | 1. User press and hold the Crouch Button. | 1. Character is crouching. | | 1. User release Crouch Button. |  | |  | 4. Character is standing. | |  |  | | |
| **Alternate flow of Events**  Line 2: Press a button that is linked right after the crouch to perform a combo.  **Sub Events** | |
| 10.1: Press the left or right directional button to roll. | |
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