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| **12.0** | **Combo 2 Round House Kick** |
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| **Purpose:** | Give Character variety of moves. |
| **Overview:** | Able to send enemies up in the air. |
| **Type:** | Essential |
| **Preconditions:** | User is controlling their Character. |
| **Postconditions:** | Character launch a Round House Kick. |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | | 1. User press Light Kick 2x, Jump, Heavy Kick.   **Alternative Flow of Events** | 1. Character does a Round House Kick. | | |
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