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| **13.0** | **Combo 3 Sonic Boom** |
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| **Purpose:** | Give Character variety of moves. |
| **Overview:** | Give Users crowd control when they’re being overwhelmed. |
| **Type:** | Essential |
| **Preconditions:** | User is controlling their Character. |
| **Postconditions:** | Character emits a sonic boom from his hands on all sides. |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | | 1. Left, Right, +Heavy punch. | 1. Character does a Sonic Boom. | | |
| **Alternative Flow of Events** | |