|  |  |
| --- | --- |
| **16.0** | **Combo 6 Tornado** |
|  | ` |
| **Purpose:** | Give Character variety of moves by using a specific set of inputs. |
| **Overview:** | Creates a tornado sucking in all enemies while doing damage |
| **Type:** | Essential |
| **Preconditions:** | User is controlling their Character. |
| **Postconditions:** | Character creates a tornado. |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | | 1. Move character in full circle, crouch + Light Kick 2x | 1. Character creates a Tornado. | | |
| **Alternative Flow of Events** | |