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| **18.0** | **Combo 8 Beat Boxer Buster** |
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| **Purpose:** | Give Character variety of moves by using a specific set of inputs. |
| **Overview:** | Character can do a combo move while in the air. |
| **Type:** | Essential |
| **Preconditions:** | User is controlling their Character. |
| **Postconditions:** | Character does Beat Boxer Buster. |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | | 1. While enemy is in the air Jump+Grapple. | 1. Character does Beat Boxer Buster. | | |
| **Alternative Flow of Events**  Line 1: Pressed the Start button. | |
| Line 2: Pressed the Start button. | |
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