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| **20.0** | **Combo 10 Coming in like a Disco Ball** |
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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 Dashing and Rolling. |
| **Type:** | Essential |
| **Preconditions:** | User is controlling their Character. |
| **Postconditions:** | Character does Coming in like disco ball. |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | | 1. While Dashing Hold Crouch,+ Direction you were Dashing | 1. Character does Coming in like a Disco Ball. | | |
| **Alternative Flow of Events** | |