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| **27.0** | **Stamina Regeneration** |
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| **Purpose:** | Give user a way to regain stamina |
| **Overview:** | When a User lost stamina from using combos the User is able to regain stamina from allowing it to regenerate. |
| **Type:** | Essential |
| **Preconditions:** | User is controlling their Character. |
| **Postconditions:** | Stamina is regenerating. |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | |  | 1. Character’s stamina regenerates. | | |
| **Alternative Flow of Events**  Line 1: User dies before stamina regenerates or stamina is full. | |
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