|  |  |
| --- | --- |
| **3.0** | **Movement** |
|  | ` |
| **Purpose:** | Let the Character move. |
| **Overview:** | User are able to move through the map. |
| **Type:** | Essential |
| **Preconditions:** | Game is started. |
| **Postconditions:** | Character is moving. |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | | 1. Press and hold the movement buttons | 1. Character is moving. | | |
| **Alternative Flow of Events**  **Sub Events** | |
| 3.1: User double tap left or right directional button.  3.1.1: User press either punch button while running to do cork screw punch.  Or  3.1.2 User press either kick button while running to do dynamic entry. | |
|  | |