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| **5.0** | **Light Punch** |
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| **Purpose:** | An option to attack enemies. |
| **Overview:** | The user is able to launch Jabs at enemies. |
| **Type:** | Essential |
| **Preconditions:** | User is controlling their Character. |
| **Postconditions:** | Character launch a Jabs |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | | 1. User press the Light Punch Button. | 1. Character use Jabs. | | |
| **Alternative Flow of Events** | |
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