|  |  |
| --- | --- |
| **5.0** | **Light Punch** |
|  | ` |
| **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** | |
| Line 2: Pressed either the Start button, or another button that is linked right after the jump to perform a combo. | |
|  | |