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| **6.0** | **Heavy Punch** |
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| **Purpose:** | An option to attack enemies. |
| **Overview:** | The user is able to launch Hooks at enemies |
| **Type:** | Essential |
| **Preconditions:** | User is controlling their Character. |
| **Postconditions:** | Character launch a Hook. |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | | 1. User press the Heavy Punch Button. | 1. Character use Hook. | | |
| **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. | |
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