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| **7.0** | **Light Kick** |
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| **Purpose:** | An option to attack enemies. |
| **Overview:** | The user is able to launch Meia Lua de Compasso Dupla at enemies. |
| **Type:** | Essential |
| **Preconditions:** | User is controlling their Character. |
| **Postconditions:** | Character launch a Meia Lua de Compasso Dupla. |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | | 1. User press the Light Kick Button. | 1. Character use Meia Lua de Compasso Dupla. | | |
| **Alternative Flow of Events** | |
| Line 2: Pressed either the Start Heavy Punch, Light Punch, Heavy Kick, or Light Kick Button, or another button that is linked right after the jump to perform a combo. | |
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