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| **9.0** | **Grapple** |
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| **Purpose:** | An option to attack enemies. |
| **Overview:** | The user is able to grab the enemy and follow up with an attack. |
| **Type:** | Essential. |
| **Preconditions:** | User is controlling their Character. |
| **Postconditions:** | Character grabs an enemy. |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | | 1. User press the Grapple Button. | 1. Character Grabs on to an enemy. | | |
| **Alternative Flow of Events** | |
| Line 2: Pressed Start, Heavy Punch, Light Punch, Heavy Kick, or Light Kick Button. | |
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