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| **2.0** | **Enter the beginning of the map** |
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| **Purpose:** | Indicate the User can play the game. |
| **Overview:** | Users can select to start the game. |
| **Type:** | Essential |
| **Preconditions:** | User select Starts. |
| **Postconditions:** | User control their character. |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | | 1. Users Move their character. | 1. Character is moving. 2. Character stop moving. | | |
| **Alternative Flow of Events** | |
| Line 2: User press Start, Jump, Heavy Punch, Light Punch, Heavy Kick, Light Kick, Crouch, or Grapple button. User double tap Left or Right direction to make their character run. | |
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