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| **4.0** | **Jump** |
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| **Purpose:** | An option to dodge attack, attack enemies in the air, or part of a combo. |
| **Overview:** | The user is able to make their character Jump. |
| **Type:** | Essential |
| **Preconditions:** | User is controlling their Character. |
| **Postconditions:** | Character Jump. |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | | 1. User press the Jump Button. | 1. Character is in the air   3. Character lands back to the ground. | | |
| **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.  Line 3: Pressed the Start button. | |
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