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| **3.0** | **Running** |
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| **Purpose:** | Let the Character run. |
| **Overview:** | User are able to move through the map quickly. |
| **Type:** | Essential |
| **Preconditions:** | Game is booted up. |
| **Postconditions:** | Character is running. |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | | 1. Double tap Left or Right directional input. | 1. Character is running. | | |
| **Alternative Flow of Events** | |
| Line2: User press Start, Light Punch, Heavy Punch, Light Kick, or Heavy Kick. | |
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