**EVENT TABLE**: List all the events that you anticipate your software will do and fill in the rest of the columns

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| --- | --- | --- | --- | --- | --- |
| Event Number | Event Description | System Input | Actor Providing Input | System Output | Actor Receiving Output |
| 1 | Start Menu | Keyboard (W or S) 360 pad( up or down analog) | User | Highlighted choice | User |
| 1.1 | Select Start | Keyboard(enter)  360 Pad (A) | User | Provide choice | User |
| 1.1.1 | Select New Game | Keyboard(enter)  360 Pad (A) | User | Loads map and enemies | User |
| 1.1.2 | Select Load Game | Keyboard(enter)  360 Pad (A) | User | Loads map and enemies | User |
| 1.2 | Select Quit | Keyboard(enter)  360 Pad (A) | User | End Program to Desktop | User |
| 2.0 | User Enter Section of Map | Keyboard (WASD) or  Controller (left analog stick) | User | Character move to direction that’s pressed | User |
| 3.0 | Movement | Keyboard(double tap WASD) Controller (right analog stick) | User | Character move | User |
| 3.1 | Running | Keyboard(double tap A or D) Controller (double tap left or right analog stick) | User | Character runs | User |
| 3.1.1 | Cork Screw punch | While running Keyboard (J or I)  Controller(360 pad X or Y) | User | Character runs and attacks enemy | User |
| 3.1.2 | Dynamic Entry (Running Kick) | While running Keyboard (K or L)  Controller(360 pad A or B) | User | Does a mid-air kick | User |
| 4 | Jump | Keyboard (Space Bar) Cotroller (360 Pad RT) | User | Character Jumps | User |
| 4.1 | Dive Punch | After Jump (Keyboard Space Bar 360 Pad RT) Light punch or Heavy Punch (Keyboard J or I 360 Pad X or Y) | User | Character air dive and punches the ground for an area of effect (AoE) | User |
| 4.2 | Falcon Dive | After Jump (Keyboard Space Bar 360 Pad RT) Light Kick or Heavy Punch ( Keyboard (K or L 360 Pad) | User | Character in dive kick the enemy to give spacing between enemy and character | User |
| 5 | Light Punch | Keyboard (J) or Controller(360 pad X) | User | Character launch a quick jab | User |
| 6 | Heavy Punch | Keyboard(I) or Controller(360 pad Y) | User | Character launches a hook | User |
| 7 | Light Kick | Keyboard(K) Controller(360 pad A) | User | Character does Meia Lua de Compasso Dupla | User |
| 8 | Heavy Kick | Keyboard(L) Controller(360 pad B) | User | Character does bencao | User |
| 9 | Grapple | Keyboard(ALT) Controller(360 pad RT) | User | Character holds onto the enemy | User |
| 9.1 | Grapple Attack | While Grappling Light Punch( Keyboard J 360 Pad X) | User | Punches enemy to distance enemy from User (left and right direction) | User |
| 9.2 | Grapple Attack 2 | While Grappling Heavy Punch( Keyboard I 360 Pad Y) | User | Lands a heavy blow to the enemy knocking them to the ground | User |
| 9.3 | Grapple Attack 3 | While Grappling Light Kick ( Keyboard K 360 Pad A) | User | Light Kick (Meia-lua de Frente) to give distance to the enemy form the user (up direction) | User |
| 9.4 | Grapple Attack 4 | While Grappling Heavy Kick( Keyboard L 360 Pad B) | User | Heavy kick (Martello) to send enemy into the air | User |
| 10 | Crouch | Keyboard(CTRL) Controller (360 Pad LB) | User | Character ducks to dodge | User |
| 10.1 | Roll | While Crouching Keyboard (A or D) | User | While Character crouch he can roll left or right for invincibility frames | User |
| 11 | Combo 1 Upper Cut | Light Punch 3x (Keyboard J 360 Pad X) Crouch(Keyboard CTRL 360 Pad LT) + Heavy punch (Keyboard I 360 Pad Y) | User | Upper cut an enemy to the air | User |
| 12 | Combo 2  Round House Kick | Light Kick(Keyboard K 360 Pad A) 2x, Jump(Keyboard Spacebar 360 Pad RT), Heavy Kick (Keyboard L, 360 Pad B) | User | Does a round house kick that defy gravity | User |
| 13 | Combo 3 Sonic Boom | Left, Right (Keyboard A and D 360 Pad left analog left right) Heavy punch( Keyboard I, 360 Pad Y) | User | Emit Sonic sound from both side | User |
| 14 | Combo 4 Energy Blast | Hold Crouch(Key Board CTRL 360 Pad LB) Directional (Keyboard A or D 360 Pad Analog left or right), Release crouch + Heavy Punch( Keyboard I, 360 Pad Y) | User | Launches an energy ball | User |
| 1 5 | Combo 5 Rocket Punch | Crouch (Keyboard Ctrl, 360 Pad LT), Light Punch 2x, Heavy Punch( Keyboard I, 360 Pad Y) | User | Both hands detach themselves to hit enemy for an area of effect | User |
| 16 | Combo 6  Tornado | Move character in full circle (360 Pad: Left Analog Keyboard: WASD), crouch(Key Board CTRL 360 Pad LB) + Light Kick (Keyboard K 360 Pad A) | User | Gain momentum to create a tornado and sucks in nearby enemies | User |
| 17 | Combo 7  Come on and Slam | While performing a corkscrew punch(Running + Light or Heavy Punch) hold Grapple Keyboard(ALT) Controller(360 pad RT) | User | Before the Corkscew animation finish the character grabs the enemy while using the rotation on an enemy body as a weapon until stamina has been drain can move with this move | User |
| 18 | Combo 8  Beat Boxer Buster | While enemy is in the air Jump+Grapple | User | Place Enemy head by Character’s neck grab legs  When landed creates a small Area of Effect damage | User |
| 19 | Combo 9  Hammer Time | Hold Crouch(Key Board CTRL 360 Pad LB), Move left and right twice, Release Crouch(Key Board CTRL 360 Pad LB) + Heavy Punch( Keyboard I, 360 Pad Y) | User | Shimmy to left and right then combine the two hands to make it look like a mallet can move with this move | User |
| 20 | Combo 10  Coming in like a disco Ball | While Dashing Hold Crouch(Key Board CTRL 360 Pad LB) + Direction you were Dashing | User | Dashes and Roll into a giant disco ball doing damage those in the way | User |
| 21 | Pause | Keyboard(ESC)  360 Pad (start) | User | Pauses the game Select (using the Keyboard: W or S, 360 Pad Up or Down):  Stats,  Combo,  Exit | User |
| 21.1 | Combo | Using Up or Down (Keyboard W or S 360 Pad Left Analog Up or Down) | User | View the button input for combos | User |
| 21.2 | Exit | Press confirmation (Keyboard Enter, 360 Pad A) | User | Prompts a user a popup | User |
| 21.2.1 | Pop up | Press confirmation (Keyboard Enter, 360 Pad A) | User | Ends Program | User |
| 22 | Enemy Spawn | Move to the next zone of the map | User | When the Character moves to the next area of the map a number of enemies will spawn | User |
| 23 | Enemy Defeated | Character Damage | User | Acquire Currency, Experience, and allow to progress through the map | User |
| 24 | Level Up |  | User | Acquire Ability Points  Experience Becomes 0 | User |
| 25 | Pickup Health | Movement | User | Recover Health | User |
| 26 | Stamina Regen | Time | Game | Stamina Regenerate | User |
| 27 | Enter Downtown | Movement | User | Players can use the facility to build their characters | User |
| 27.1 | Enter Music Store | Movement | User | Able to get mixtape to make boss fight easier | User |
| 27.1.1 | Talk to the owner of music Store | Press interact (Keyboard E, 360 Pad A) | User | Store Owner give you mixtape | User |
| 27.2 | Enter Gym | Movement | User | Character spends his experience on the gym to increase his stat | User |
| 27.2.1 | Selects stats | Press confirmation (Keyboard Enter, 360 Pad A) | User | Choose the stats to increase | User |
| 27.2.3 | Select Strength | Press confirmation (Keyboard Enter, 360 Pad A) | User | Increase stat by 1 | User |
| 27.2.4 | Select Agility | Press confirmation (Keyboard Enter, 360 Pad A) | User | Increase stat by 1 | User |
| 27.2.5 | Select Endurance | Press confirmation (Keyboard Enter, 360 Pad A) | User | Increase stat by 1 | User |
| 27.2.6 | Select Vitality | Press confirmation (Keyboard Enter, 360 Pad A) | User | Increase stat by 1 | User |
| 27.3 | Enter Regular Store | Movement | User | Character spends his money in the store to learn new combo | User |
| 27.3.1 | Select Combo | Press confirmation (Keyboard Enter, 360 Pad A) | User | Be able to purchase Combos | User |
| 27.3.1.1 | Not enough funds | Press confirmation (Keyboard Enter, 360 Pad A) | Game | Not able to purchase | User |
| 27.3.1.2 | Purchase Combo | Press confirmation (Keyboard Enter, 360 Pad A) | User | Able to use that Combo | User, |
| 28 | Player Dies |  | User | Characters health reaches zero User is asked to continue. | User |
| 29 | Player Respawn | Game | User | Character will respawn in a previous section of the map | User |
| 30 | Boss |  | User | User fights the boss to complete the game | User |
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