**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 |
|  | User Starts Program | Start Game Selected | User | Level | User |
| 2 | User Enter Section of Map | Keyboard (WASD) or  Controller (left analog stick) | User | Character move to direction that’s pressed | Game |
| 3 | Running | Keyboard(double tap A or D) Controller (double tap left or right analog stick) | User | Character runs | Game |
| 4 | Jump | Keyboard (Space Bar) Cotroller (360 Pad RT) | User | Character Jumps | Game |
| 5 | 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) | Game |
| 6 | 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 and kick the enemy to give spacing between enemy and character | Game |
| 7 | Running punch | While running Keyboard (J or I)  Controller(360 pad X or Y) | User | Character runs and attacks enemy | Game |
| 8 | Dynamic Entry (Running Kick) | While running Keyboard (K or L)  Controller(360 pad A or B) | User | Does a mid-air kick | Game |
| 9 | Light Punch | Keyboard (J) or Controller(360 pad X) | User | Character launch a quick jab | Game |
| 10 | Heavy Punch | Keyboard(I) or Controller(360 pad Y) | User | Character launches a hook | Game |
| 11 | Light Kick | Keyboard(K) Controller(360 pad A) | User | Character does Meia Lua de Compasso Dupla | Game |
| 12 | Heavy Kick | Keyboard(L) Controller(360 pad B) | User | Character does bencao | Game |
| 13 | Grapple | Keyboard(ALT) Controller(360 pad RT) | User | Character holds onto the enemy | Game |
| 14 | Grapple Attack | While Grappling Keyboard(J) | User | Punches enemy to distance enemy from User (left and right direction) | Game |
| 15 | Grapple Attack 2 | While Grappling Keyboard(I) | User | Lands a heavy blow to the enemy knocking them to the ground | Game |
| 16 | Grapple Attack 3 | While Grappling Keyboard(K) | User | Light Kick (Meia-lua de Frente) to give distance to the enemy form the user (up direction) | Game |
| 17 | Grapple Attack 4 | While Grappling Keyboard(L) | User | Heavy kick (Martello) to send enemy into the air | Game |
| 18 | Crouch | Keyboard(CTRL) Controller (360 Pad LB) | User | Character ducks to dodge | Game |
| 19 | Roll | While Crouching Keyboard (A or D) | User | While Character crouch he can roll left or right for invincibility frames | Game |
| 20 | 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 | Game |
| 21 | 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 | Game |
| 22 | Combo 3 Sonic Boom | Left, Right (Keyboard A and D 360 Pad left analog left right) Heavy punch | User | Emit Sonic sound from both side | Game |
| 23 | Combo 4 Energy Blast | Crouch(Key Board CTRL 360 Pad LB) Directional (Keyboard A or D 360 Pad Analog left or right), Heavy Attack |  |  |  |
| 23 | Combo 5 Rocket Punch | Crouch (Keyboard Ctrl, 360 Pad LT), Light Punch 2x, Heavy Punch( Keyboard I 360 Pad B) | User | Both hands detach themselves to hit enemy for an area of effect | Game |
|  | Pause | Keyboard(ESC) | User | Pauses the game and check your Character’s stats | User, Game |
|  | Enemy Spawn | Screen Transition | User | When the Character moves to the next area a number of enemies will spawn | User |
|  | Enemy Defeated | Character Damage | User | Acquire Currency, Experience, and allow to progress through the map | User, Game |
|  | Level Up | Game | User | Acquire Ability Points  Experience Becomes 0 | User, Game |
|  | Pickup Weapon | Keyboard(V)  Controller (360 Pad RB) | User | Changes Attack Stats for fist based attacks | User |
|  | Throw weapon | Keyboard(V)  Controller (360 Pad RB) | User | Throws weapon does damage based on the stat of the weapon | Game |
|  | Pickup Health | Movement | User | A) Recover Health | User |
|  | Stamina Regen | Time | Game | Stamina Regenerate |  |
|  | Enter Store | Movement | User | Acquire mixtape to make boss fighter easier | User |
|  | Enter Gym | Movement | User | Character spends money on the gym to train and increase his stat or learn new combos | User |
|  | Hit Man Hole | Attack | User | Character is able to go through the sewers. | User |
|  | Player Dies | Game | User | Characters health reaches zero User is asked to continue. | User, Game |
|  | Player Respawn | Game | User | Character will respawn in a previous section of the map | User, Game |
|  | User Exit Program | Exit Game Selected | User | Confirm Exit Message | User |
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