## How it works

The first part of the program intializes the vertical (y) speed,  the "jumping state" and the initial position to 0.
Then  it starts an infinite loop that takes care of the vertical movement by using the `y-speed` variable.

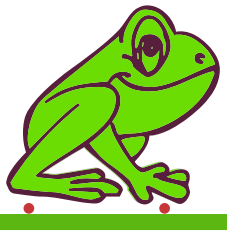
The second part of the program keeps on checking if the red points are touching the ground. If it's the case, it starts a new jump when the space key is pressed. Or stops the jump if we just landed on the ground.

While the character is jumping, the vertical speed is reduced by 0.5 until the maximal downwards speed of -10 is reached.



# Jumping

Jumping from floor to floor.



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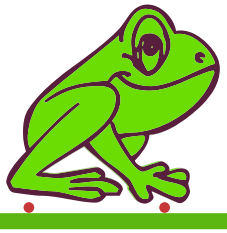


# Jumping

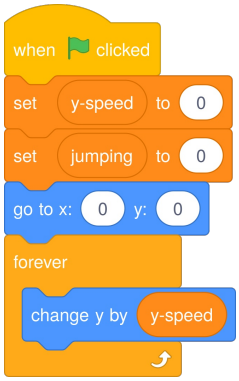
## Get ready

Chose a sprite or draw your own, then add two small colored points under the feets:

We will use them to detect when the sprite touches the ground.
Finally we need two variables:

y-speed jumping

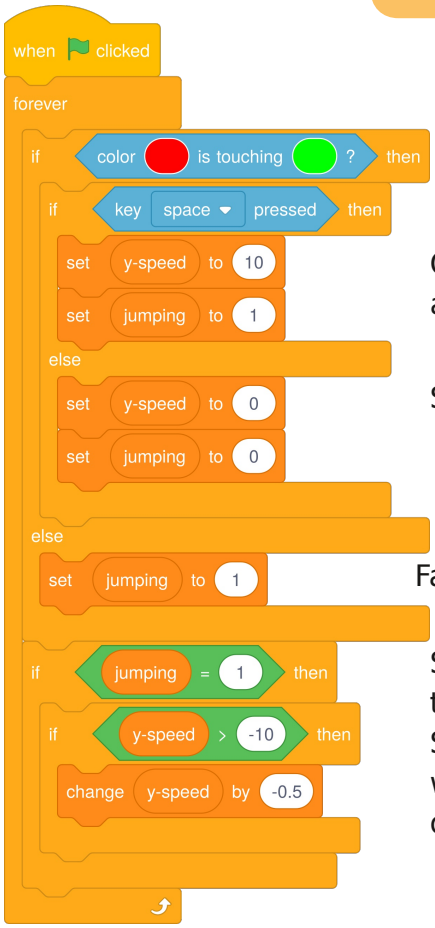
## Try this code




Initialize the jump variables.

Use y-speed to move up and down.

## Try this code




If touching the ground.

On space start a jump.

Stop jumping.

Fall off the floor.

Slow down on the way up. Speed up when going down.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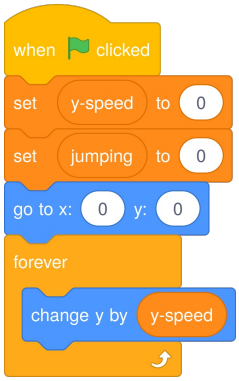


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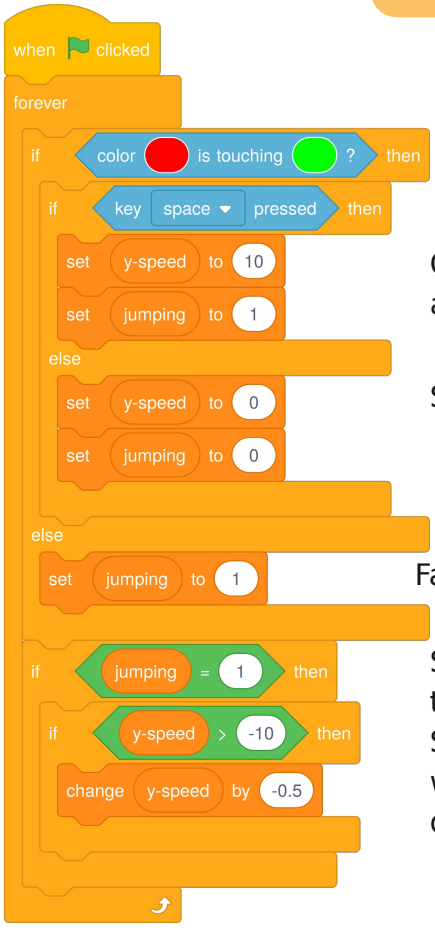


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