

Use Case: Jump

Summary: This describes how the player jumps

Priority: high

Extends: -

Includes: Collide with object, Die

Participations: Actual player

Normal Flow: Player stands still

	Actor	System
1	User presses space bar	
		Player accelerates upwards
		Player accelerates downwards
		Player stops at ground

Alternate Flow: Not enough space above player

	Actor	System
1	User presses space bar	
		Player accelerates upwards
		Player hits head on object
		Player accelerates downwards
		Player stops at ground

Alternate Flow: No ground to land on

	Actor	System
1	User presses space bar	
		Player accelerates upwards
		Player accelerates downwards
		Player falls into abyss
		Player dies

Exeptional Flow: Player is already jumping

	Actor	System
1	User presses space bar	
		Nothing