DOUCUMENTATION UNDER CONSTRUCTION

This is a comprehensive auxiliary jumping system that will allow adding the following features to your module.

- Double Jumping.
    - Vertical. o Horizontal forward. o Horizontal backward.
    - Any combination of the above (i.e. one character might have a single double jump for all three types, while another could have a separate animation for each).
- Obstacle Jumping.
- Wall Jumping.
- Edge (screen boundary) jumping.

Rules

These are the default "rules" of the double jump system. You can modify them if needed.

Priority

If character has two or more of auxiliary jumping capabilities, the priority is as follows:

Obstacle > Wall > Edge > Double

For example, if a character has both an edge jump and a double jump, and the player presses the Jump key while already jumping within range of the screen edge, the character will perform an edge jump rather than a double jump. If that same character is out of range from the screen edge, they will perform a double jump.

Limits

- To prevent "flying", double jumping is not possible during a previous double jump. You can however double jump from any other type of jump, even if you had already double jumped previously. For example, a character could not double jump twice in a row, but they could double jump to reach a wall, perform a wall jump, and then double jump once more during the wall jump.
- Screen edge, wall, and obstacle jumps can be performed any time.
- To prevent players from chain jumping too far up a wall or edge and getting stuck, the jumping system includes a maximum height feature. If the character is above a designated height the jumping system will be disabled until the character falls back below set height again. By default, this height is 125% of the vertical screen resolution. This height limit can be adjusted at will during gameplay.

Name Origin

In honor of Hansburg, George B. – Inventor of the modern Pogo Stick design.

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