Design: The Playable Character- Complete

These are the full body designs of the playable character, complete with the pseudocodes that will make it move:

Name: Player
Class: Animated Object
States: Walking, Idle, Jumping, Interacting, talking, controls, Win (transferable states will be skipped for this object).
Can transfer states: Yes (can hold multiple states)
Starting state: Idle
Algorithm(s):
Movement:
While: {Idle}; animation: Idle.
If left key is pressed: enter {walking},
While: {left}; animation: walking,
Move object [player] -1 spaces.
If right key is pressed: enter {walking},
While: {right}; animation: walking,
Move object [player] +1 spaces.
If up key is pressed: enter {jumping},
While: {jumping}; animation: jumping,
Move object [player] +^3 spaces.

Interaction:
While: {Idle}; animation: Idle.
If space key is pressed: enter {interacting},
While: {interacting}; animation: interacting,
Wait 3 seconds,
Enter {Idle}.
If any object is in range, will trigger interaction branching rules.

Tutorial:
Game start.
Enter {control},
While: {control}; animation: control.
While: {control},
Wait 15 seconds,
Enter {Idle}.

Win:
If [Neutral area]: {Win},
Enter {Win},
While: {Win}; animation: Win.
If [Player]: {Win},
Mimic {[none]}