This equation found at <http://www.error454.com/2013/10/23/platformer-physics-101-and-the-3-fundamental-equations-of-platformers/> shows the equation used to judge how high a character can jump in a platformer. Whilst a solution is given in C#, I have attempted to write my own in Java.

function jumpVelocity (target: Transform, Time: float): float {

var height: float=Transform.position.y;

var time: float=Time.position.y;

if (height == 2.0){

time == 0;

target.position.y == 2;}

}

