Use case: Jump

Short description: How a user jump with his/her character.
Priority: High
Participating actors: Actual player (AP)
Normal flow of events

Actor	System
AP pushes the up arrow key.	
	The character jumps and eventually hits the ground again due to gravity. The height the character jumps depends on how long the AP holds down the arrow key.

Exceptional flow: The character jumps into a ceiling which interrupts his movement vertically.
See UC: DetectCollision