

Set a gravity value which will cause the character move up or down

Set jumping Boolean to avoid user input during the jump affecting the direction of the continuing jump

Set a gravity limit to avoid character fall too fast

If the character is not colliding with the platform

```
{  
    Keep adding values to gravity cause the character falling gradually faster  
}  
else  
{  
    Set gravity to 0  
    Set jumping is false  
}
```

If user press A/D key and not jumping

```
{  
    Character move left/ right respectively  
}
```

Else if user press space bar

```
{  
    Set a negative value to gravity cause the character move up  
    Set jumping to true
```

If the character's velocity is larger than 0

```
{  
    Set a positive value to player vector x  
}
```

Else if the character's velocity is smaller than 0

```
{  
    Set a negative value to player vector x  
}
```

```
}
```

Else

```
{  
    Character standstill  
}
```