Use case specification: Player Jump

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| **Goal in context** | Player must jump, if end user presses up arrow key. |
| **Preconditions** | Player exists in game world.  Player is either walking or idle. |
| **Successful end condition** | Player jumps. |
| **Failed end condition** | Player doesn’t jump. |
| **Primary actors** | Player |
| **Triggers** | Change in Player position. |
| **Main flow** | 1. Player jump animation sequence is displayed. 2. Player goes up against gravity. 3. Up on key release player comes down due to gravity. |
| **Extended flow** | * 1. If there exist a platform, Player stands on platform.   2. If player overlaps with ghost, player dies.   3. If player overlaps with pumpkin, score increases by 1. |