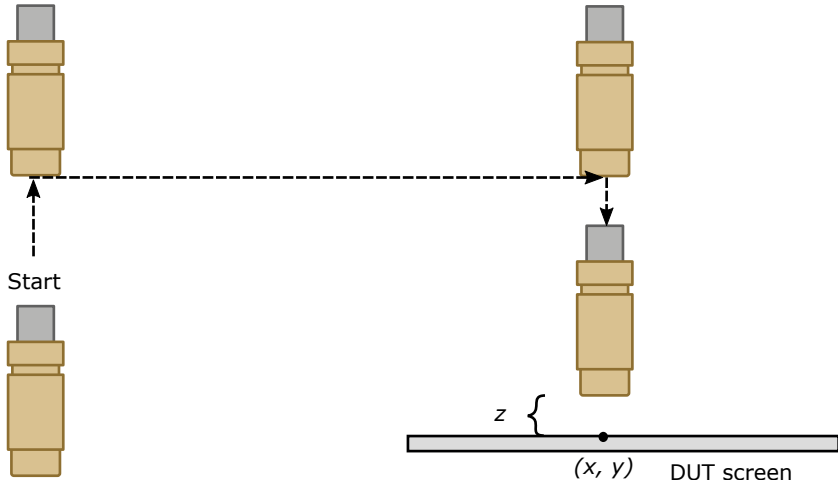


Jump height

Over DUT



Start

$z$

$(x, y)$

DUT screen