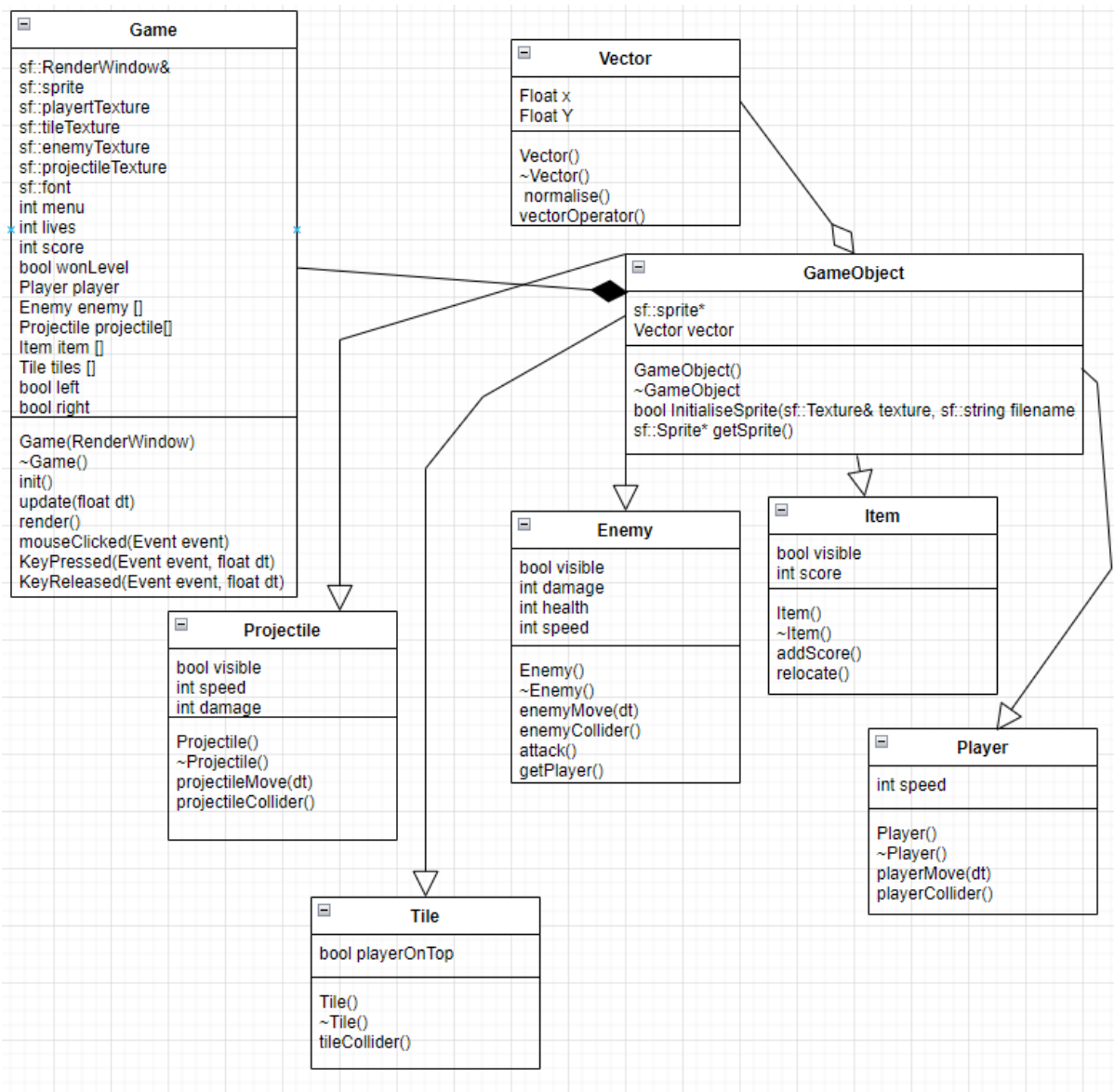


First UML – this is the first UML design at the start of development.



Player Movement Pseudocode

The below pseudocode will outline my ideas for how the player movement will be like

Int Gravity = 9.8

If(Right arrow or left arrow pressed)

{

 Player move function

}

If (space is pressed)

```
{  
    Jump function activated  
}
```

Player move function

```
{  
    If (sprite not on tile)  
    {  
        Activate gravity  
    }  
    Else  
    {  
        Move in direction of the arrow pressed  
    }  
}
```

Jump Function

```
{  
    Sprite set position x and y * velocity  
    If (clock is > 0.2)  
    {  
        Activate gravity  
    }  
}
```

