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

Diagram, schematic

Description automatically generated

**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

}

}

Diagram

Description automatically generated