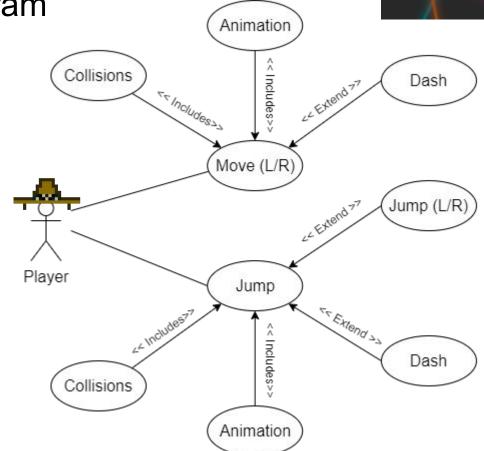
## Miguel - Use Case Diagram

- Player Movement
  - Move Left/Right
  - o Jump
    - Jump Left/Right
    - Dash After Jump
  - Dash
  - Includes:
    - Collisions
    - Animation



MR DAN