

```
1  using SplashKitSDK;
2
3  namespace CustomProject.StrategyDesign
4  {
5      public class NormalJump : IJumpStrategy
6      {
7          public void Jump(Player player)
8          {
9              if (SplashKit.KeyTyped(KeyCode.UpKey))
10                 {
11                     if (player.CollisionHandler.IsPlayerOnGround())
12                     {
13                         player.Gravity = -20;
14                     }
15                 }
16             }
17         }
18     }
19
20 }
```