

```
1 using SplashKitSDK;
2
3 namespace CustomProject.StrategyDesign
4 {
5     public class HighJump : 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 = -25;
14                 }
15             }
16         }
17     }
18 }
19
```