```csharp
1  using CustomProject.SingletonDesign;
2  using CustomProject.StrategyDesign;
3  namespace CustomProject.Observers
4  {
5      public class HighJumpUnlocked : IObserver
6      {
7          public void Update(string eventType, Player player)
8          {
9              if (eventType == "JumpPotionCollected")
10             {
11                 Console.WriteLine("Your jump ability has been increased for ⮡
                       3 seconds!");
12                 player.SetJumpStrategy(new HighJump());
13                 ClockSingleton.getInstance().StartTimer("highjump");
14             }
15         }
16     }
17 }
18
```