

Use Case: Jump

Summary: Jumps made by the main player

Priority: high

Extends: --

Includes: --

Participators: Actual player

Normal flow of events

Jumping without consequences.

	Actor	System
1	Player presses up arrow key	
2		Character moves upward a certain height.
3		Character moves downward until reaches non-empty space.

Alternate flow

Flow 2.1 Character jumps into bottom of a platform or top of the screen

	Actor	System
2.1.1		Character moves upward until it collides with the bottom of the platform or the top of the screen.
		Character moves downward until reaches non-empty space (solid ground).

Exceptional flow

There is no exceptional flow.