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| Class Information |
| **Class Name**: PlayerMovement  Abstract Type: No Persistence: No |

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| Trace-ability Information | | |
| **Use Case ID** | **Use Case Name** | **Steps** |
| 045 | Player Looking | 01 |
| 046 | Player Movement | 01 |
| 047 | Player Crouching | 01 |
| 048 | Player Jumping | 01 |
| 049 | Climbing Objects | 01,02,03 |

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| Public Methods | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| Void Update() | Level is running | Calls MovePlayer and checks if the player is grounded |
| Void MovePlayer() | Called fromUpdate | Moves the player |
| Void Crouch() | Called from PlayerIneraction’s HandlePlayerInput | Makes the player Crouch |
| Void Jump() | Called from PlayerIneraction’s HandlePlayerInput | If the Player is grounded it makes the player Jump |

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| Protected Methods | | |
| **Signature** | **Preconditions** | **Post Conditions** |
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| Private Methods | | |
| **Signature** | **Preconditions** | **Post Conditions** |
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| Attributes | | | | | |
| **Name** | **Type** | **Object(Y/N)** | **Instance/Static** | **Visibility** | **Description** |
| WalkSpeed | Float | N | Instance | Public | The walk Speed for the player |
| RunSpeed | Float | N | Instance | Public | The Run Speed for the player |
| CrouchSpeed | Float | N | Instance | Public | The Crouch Speed for the player |
| CrouchHeight | Float | N | Instance | Public | How low to crouch the player |
| CurrentSpeed | Float | N | Instance | Private | The Current Speed for the player |
| JumpHeight | Float | N | Instance | Public | How High to make the player jump |
| IsGrounded | Bool | N | Instance | Private | Is the player on the ground |

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| Concurrency | |
| **Threading Issue** | **Description** |
| N\A |  |

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| --- | --- | --- |
| Major Exceptions | | |
| **Name** | **Trigger** | **Action** |
| N\A |  |  |

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| Instance Information | | | |
| **Minimum** | **Maximum** | **Mean** | **Fixed** |
|  |  |  | 1 |

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| --- | --- | --- |
| General Comments | | |
| **Author** | **Date** | **Comments** |
|  |  |  |