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| General Information | |
| Use Case Name\Number : Player jumping UC 048  Subject Area : Player Movement  Description : Allows the play to jump ingame | Responsible Analyst : Carl Lowther |

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| Requirements/Feature Trace | |
| **REQ#** | Requirements Name and / or Short Description |
| 1.d |  |
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| Revision History | | |
| Author | **Date** | **Comments** |
| Carl Lowther | 10/11/18 | First Draft |
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| **Insertion Points in other Use Cases (Adds Only)** | | |
| Use Case Name | **Use Case Number** | **Step Inserted After** |
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| **Actors** | | |
| **Actor Name** | **Person/System** | **Brief Description** |
| Player | P | The player that’s interacting with the video game. |
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| **Pre-Conditions** | |
| # | Description |
| 01 | In game |

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| **Start Stimulus** |
| Player wants to jump |

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| **Use Case Main Course Steps** | | | |
| **Number** | **Description** | **Adds/Alt Name/Number** | **Bus Rule#** |
| 01 | Read keyboard input to have the player jump |  |  |
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| **Exception Conditions** | | |
| **Exception Situations** | **Action(s) on Exception** | **Adds\Alt UC #** |
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| Post-Conditions | |
| **#** | **Description** |
| 01 | The player has jumped |
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| **Candidate Objects** | | |
| **Class/Object Name** | **Descriptions** | **Possible**  **attributes** |
| Player Movement |  | Jump amount, Is on the ground |
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| **Assumptions** | | | | | |
| **#** | **Assumption** | **Date**  **Raised** | **Raised**  **By** | **Date**  **Verified** | **Verified By** |
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| **Issues** | | | | | |
| **#** | **Issue** | **Date**  **Raised** | **Raised**  **By** | **Date**  **Verified** | **Verified By** |
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| **Other Comments** | | |
| **Author** | **Comment** | **Date** |
| Carl Lowther | While in game we will constantly check if the player has used the keyboard | 10/11/18 |
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| Frequency of Execution |
| **Frequency:**  Minimum: Maximum: Average: (OR)Fixed:  **Per:** Hour:Day:  Week:  Month:  Other: See comments |

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| **Timing Information** | | | | | | | |
| **#** | **At/**  **Between** | **Step(s)** | **Timing**  **Unit** | **Minimum** | **Average** | **Maximum** | **Comments** |
| 1 | At | 01 | seconds |  |  | 0.016 | Player should be moved as quickly as possible |
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| **Volume Information** | | | | | | |
| **#** | **Step #** | **Unit of**  **Measure** | **Minimum** | **Average** | **Maximum** | **Comments** |
| N\A |  |  |  |  |  |  |
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