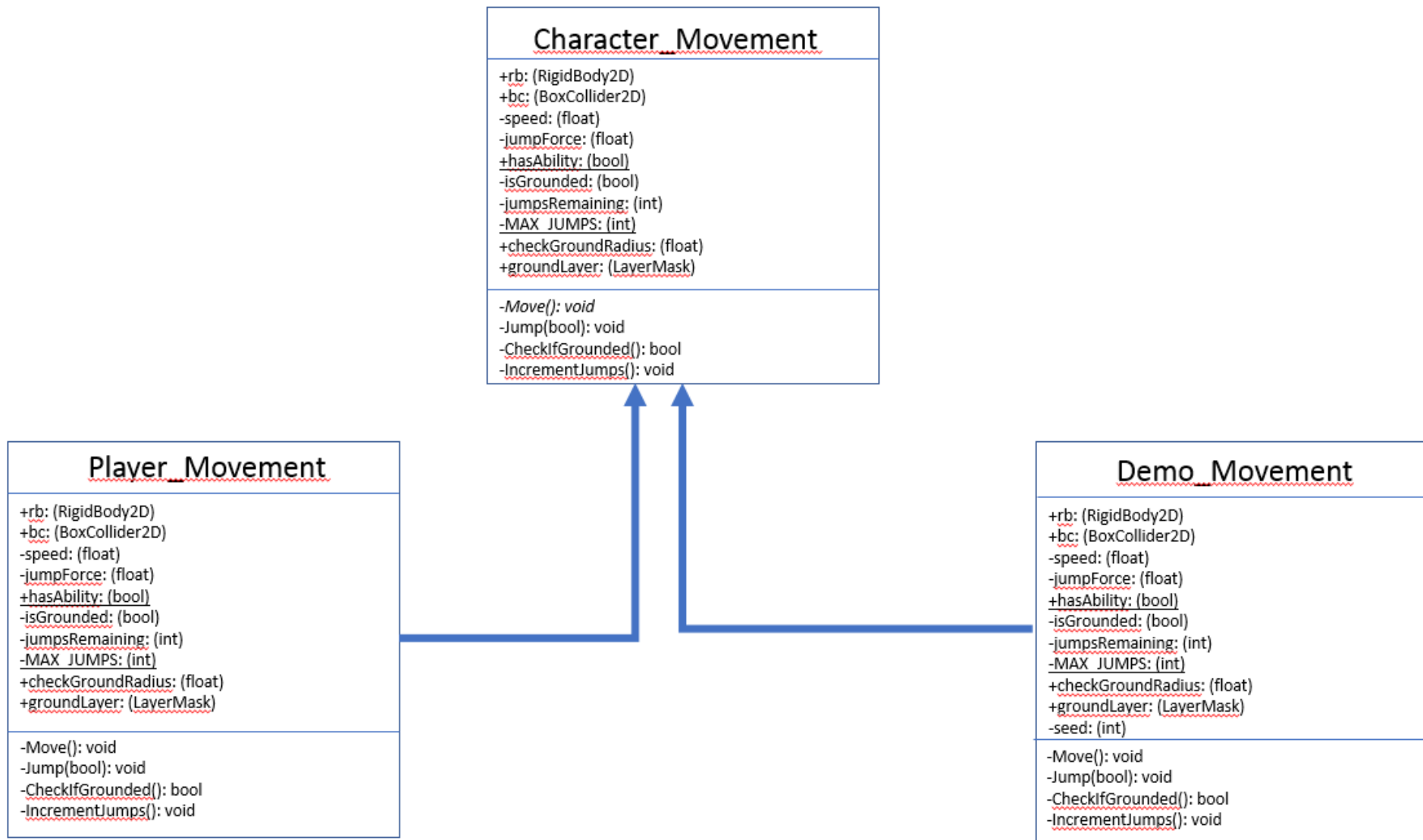


Character Movement Class Diagram



Jump Sequence Diagram



Player

Character:
Character_Movement

Jump_Powerup:
Pickup_Handler

