Character Movement Class Diagram

Character_Movement

- +rb: (RigidBody2D)
- +bc: (BoxCollider2D)
- -speed: (float)
- -jumpForce: (float)
- +hasAbility: (bool)
- -isGrounded: (bool)
- -jumpsRemaining: (int)
- -MAX JUMPS: (int)
- +checkGroundRadius: (float) +groundLaver: (LaverMask)
- -Move(): void
- -Jump(bool): void
- -CheckIfGrounded(): bool
- -IncrementJumps(): void

Player Movement

- +rb: (RigidBody2D)
- +bc: (BoxCollider2D)
- -speed: (float)
- -jumpForce: (float)
- +hasAbility: (bool)
- -isGrounded: (bool)
- -jumpsRemaining: (int)
- -MAX JUMPS: (int)
- +checkGroundRadius: (float)
- +groundLayer: (LayerMask)
- -Move(): void
- -Jump(bool): void
- -CheckIfGrounded(): bool -IncrementJumps(): void

Demo_Movement

- +rb: (RigidBody2D)
- +bc: (BoxCollider2D)
- -speed: (float)
- -jumpForce: (float)
- +hasAbility: (bool)
- -isGrounded: (bool)
- -jumpsRemaining: (int)
- -MAX JUMPS: (int)
- +checkGroundRadius: (float)
- +groundLayer: (LayerMask)
- -seed: (int)
- -Move(): void
- -Jump(bool): void
- -CheckIfGrounded(): bool
- -IncrementJumps(): void

Jump Sequence Diagram

