# Use Case: Jump

**Summary:** Player jumps to avoid or use game objects in the level.
**Priority:** High
**Includes:** Gravity, Position, Collision
**Participators:** Player

## Normal flow of events

A simple jump.

|     | Actor | System |
| --- | --- | --- |
| 1.  | Jumps |  |
| 2.  |  | Adds jump speed to vertical speed. |

## Alternate flows

**Flow 2.1**

The player is not on a platform and therefore can't jump.

|     | Actor | System |
| --- | --- | --- |
| 2.1 |  | Doesn't add jump speed. |

**Flow 2.2**

The player hits an obstacle

|     | Actor | System |
| --- | --- | --- |
| 2.2 |  | Show game over screen which includes an option to start from last checkpoint |

## Exceptional flow

**There is no exceptional flow**