Use case: Jump with character

This should be max 2 pages. If longer use include (or extend) other use case (i.e. refactor)
Short description: The player jumps one tile in the direction he's currently moving.
Priority: Low
Extends or Includes (other use case): Move character
Participating actors: Player(P)
Normal flow of events

1. action (actor)
   The player moves in a direction while pressing space to jump.

2. response (application)
   The character jumps(teleports) one tile ahead.

Alternate flow
   3.1 action (actor)
   The player moves in a direction while pressing space to jump.

   4.1 response (application)
   The one tile ahead is not a terrain tile or buildable tile so character won't jump.

Exeptional flow