

Use case: *Double-jumping*

When user has entered a game and is in the air, his character can jump an additional time.

Priority: High

Prerequisite: User has **Entered a game**, character is in the air.

Participating actors

- User
- Game

Normal flow of events

User	Game
The user presses the button bound to the “jump” action.	The user’s character jumps again, at a different angle and with a weaker force than the first jump.

Alternate flow of events

The user’s character has already jumped a second time (either double-jumped or walljumped):
Nothing happens.