Use case: *Jumping*

When user entered a game he can jump (his character)

Priority: High
Prerequisite: User has **Entered a game**.
Includes: Double-jumping, walljumping.
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.

Alternate flow of events
The user's character is in the air: see double-jumping.