Use case: *Walljumping*

When a character is located next to a wall, and is in the air, he can press the jump button once again to walljump.

Priority: mid
Prerequisite: User has **Entered a game**.
Includes: Jumping
Participating actors
- User
- Game

Normal flow of events

User	Game
The user presses the jump button.	
	If the character is in the air, next to a wall, the character "walljumps" and gains a velocity that is directed in a specified angle from the wall.