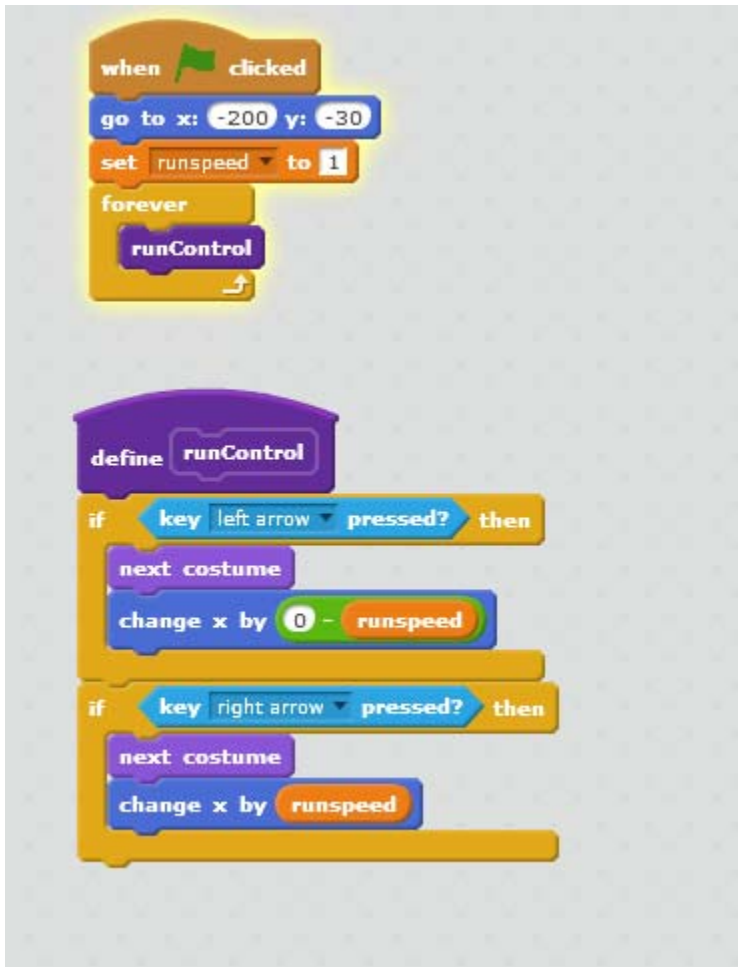


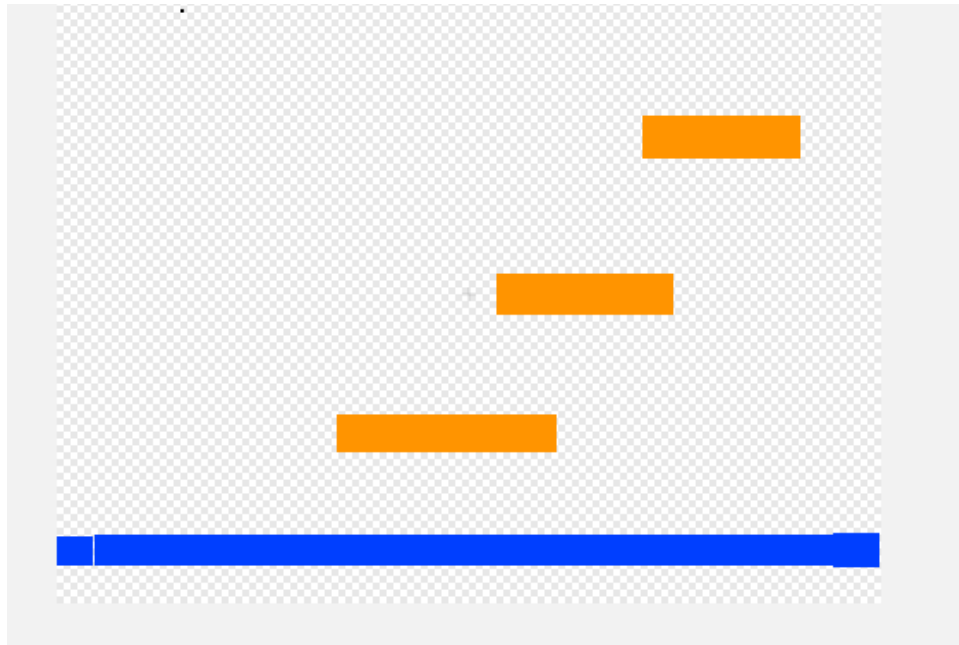
JumpGame

Saturday, January 14, 2017 4:30 PM

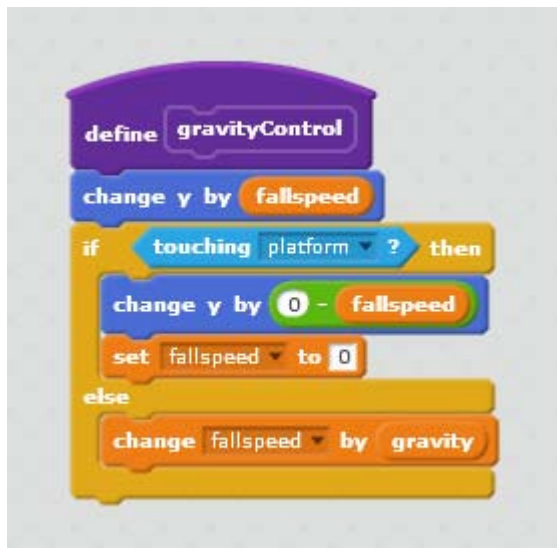
1. Make the block move by use arrow



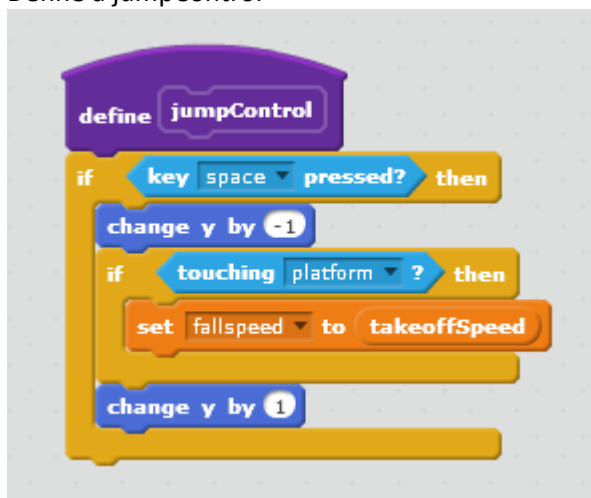
2. Make the block fall down to ground
 - a. Make a sprint call platform, add some think as ground and stair



b. Define a gravityControl



c. Define a jumpControl



3. The page will look like this

