In our group, we discussed the methods that Jumper would inherit from Actor and which methods it would add. We decided that Jumper would be identical to Actor but would be able to jump over 1 obstacle. This was accomplished with our jump() and canJump() methods. We wrote these methods and implemented them into the act() method of the class. The Jumper would act like a regular actor unless it can jump over something. The Jumper performed well during all the test cases. However, improvements could be made to the code to incorporate multiple obstacles and on multiple directions.