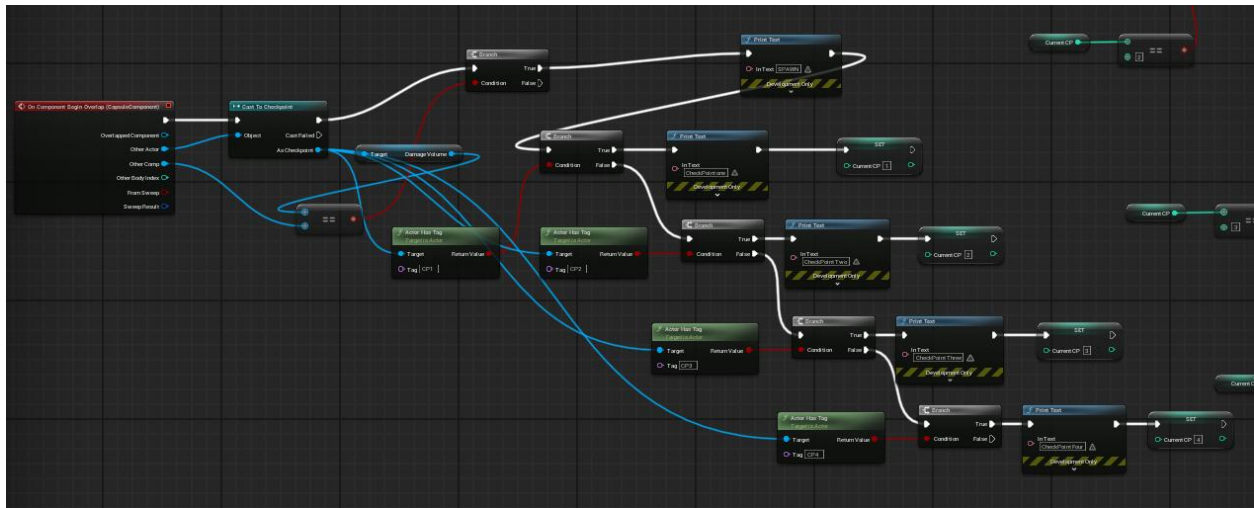


For the project, I had set up an array for the different forms of power the player can select between such as jumper, sprinting and wall jumping, as well as setting up variables and systems to remove the temporary walls added by walljump mode as well as a cooldown for jumper to avoid it being too overpowered.

For the linked list I had set up a system with the checkpoints where depending on your last touched checkpoint, you can choose to travel to the next checkpoint or the previous checkpoint using Backspace or enter, the one you travel to changing based on where you currently are.



I had a lot of real life difficulties when it comes to family affairs, a very intense case of mold sickness and overall finding it difficult to find time to work on the project as a whole, but I know that not doing this would lead to a fail and a required redo in a later semester. Unless I added one by accident, there is no hash/ any of the last thing that was listed in the requirements, but I hope that what I do have set up right now will be enough to at least somewhat do well in your grading.