

Ethan Scott

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Senior

I'm knocking out core classes and prerequisites at Collin College before transferring to another college for CS or game design

This year I worked on movement mechanics of the game, mainly the Superjump mechanic. I redid an animation I found online to make it so that the player model wouldn't phase into the ground. I did a lot of minor bugfixing and some major bugfixing, as well. I have also made several particle effects.

