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I first learned how to set up basic movement for the player like sprinting, walking, crouching, and jumping. Later, I made a slide mechanic that allows the player to seamlessly make their character slide along the ground to go under obstacles. After working on movement, I moved on to cutscenes. I made two cutscenes that introduce maps to the player. The third cutscene was an action combat cutscene that features the player and an enemy fighting. I worked with animation a lot in order to make the characters come to life and transition seamlessly from animation to animation and from cutscene to the game.

