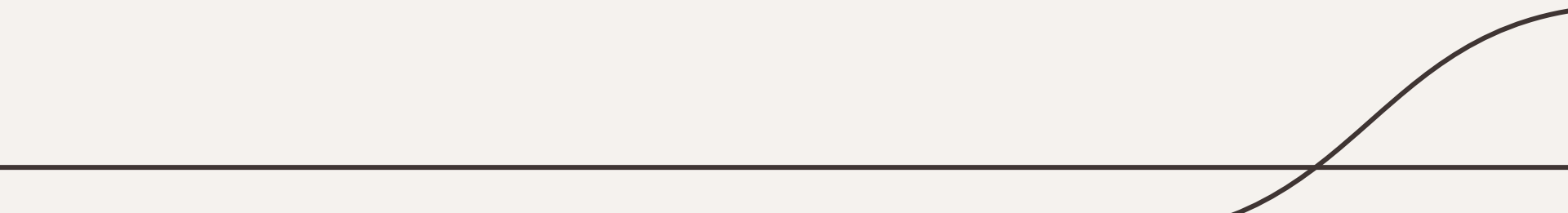




Movement & Cutscenes

Sofia Cantu Garza

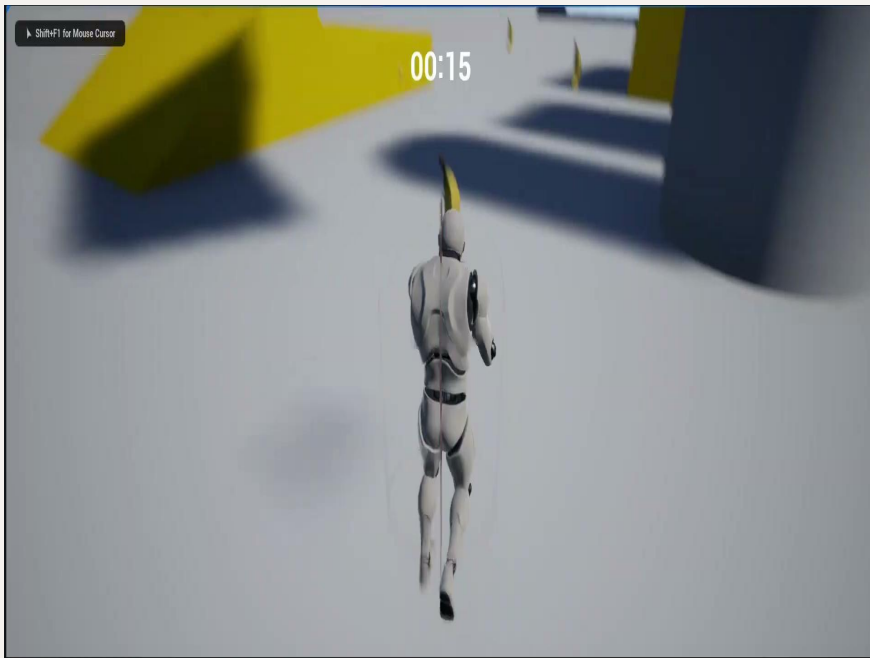


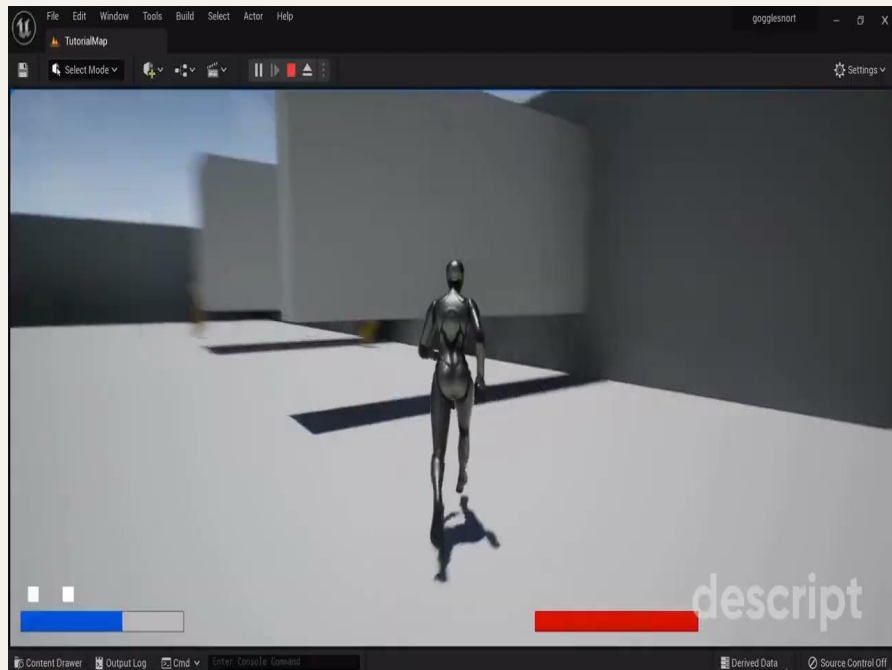
Movement

For the first semester, I worked on the player's movement, including basic movement and specialized abilities.

Basic Movement

- Walk
- Sprint
- Camera Look
- Crouch
- Jump





Specialized Movement

- Big Jump (plus timer)
- Shooting Projectiles
- Slide

Cutscenes

In the second semester I worked on potential cutscenes for the game.

Cutscenes

1

Docks Map Introduction

A short cutscene showing the character and introducing the docks area.

2

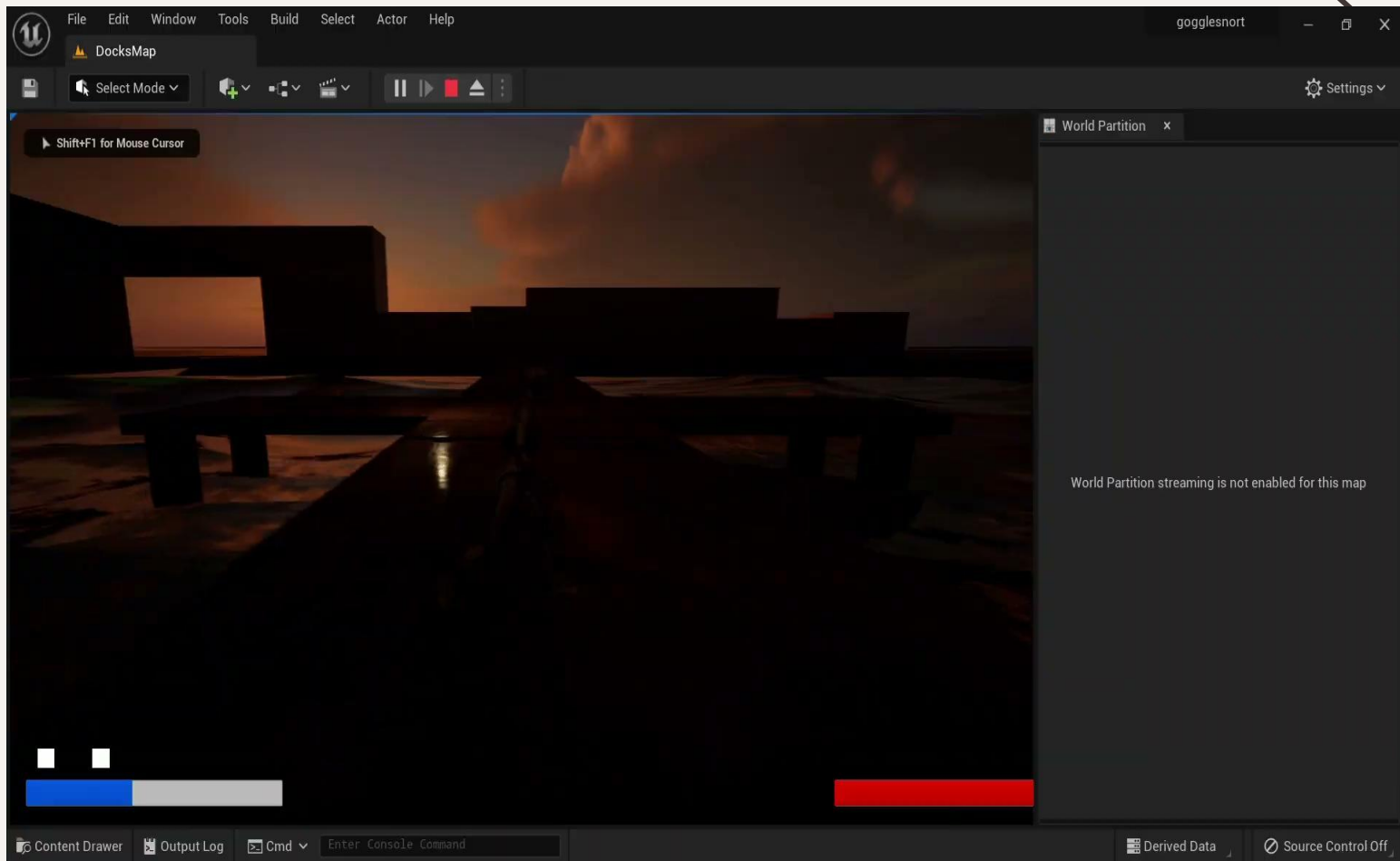
Combat Cutscene + Banana

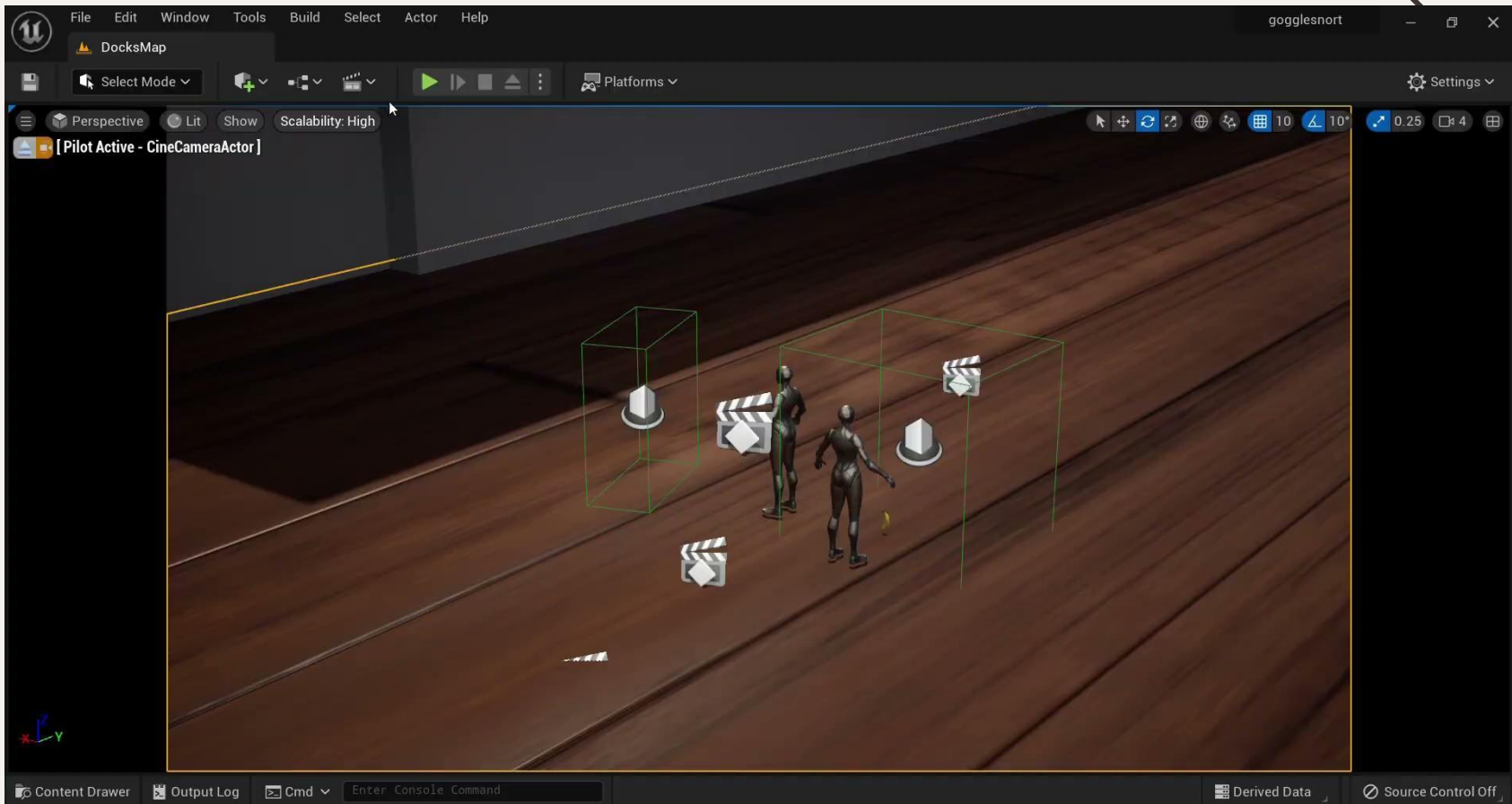
A combat cutscene featuring the player, an enemy, and a banana.

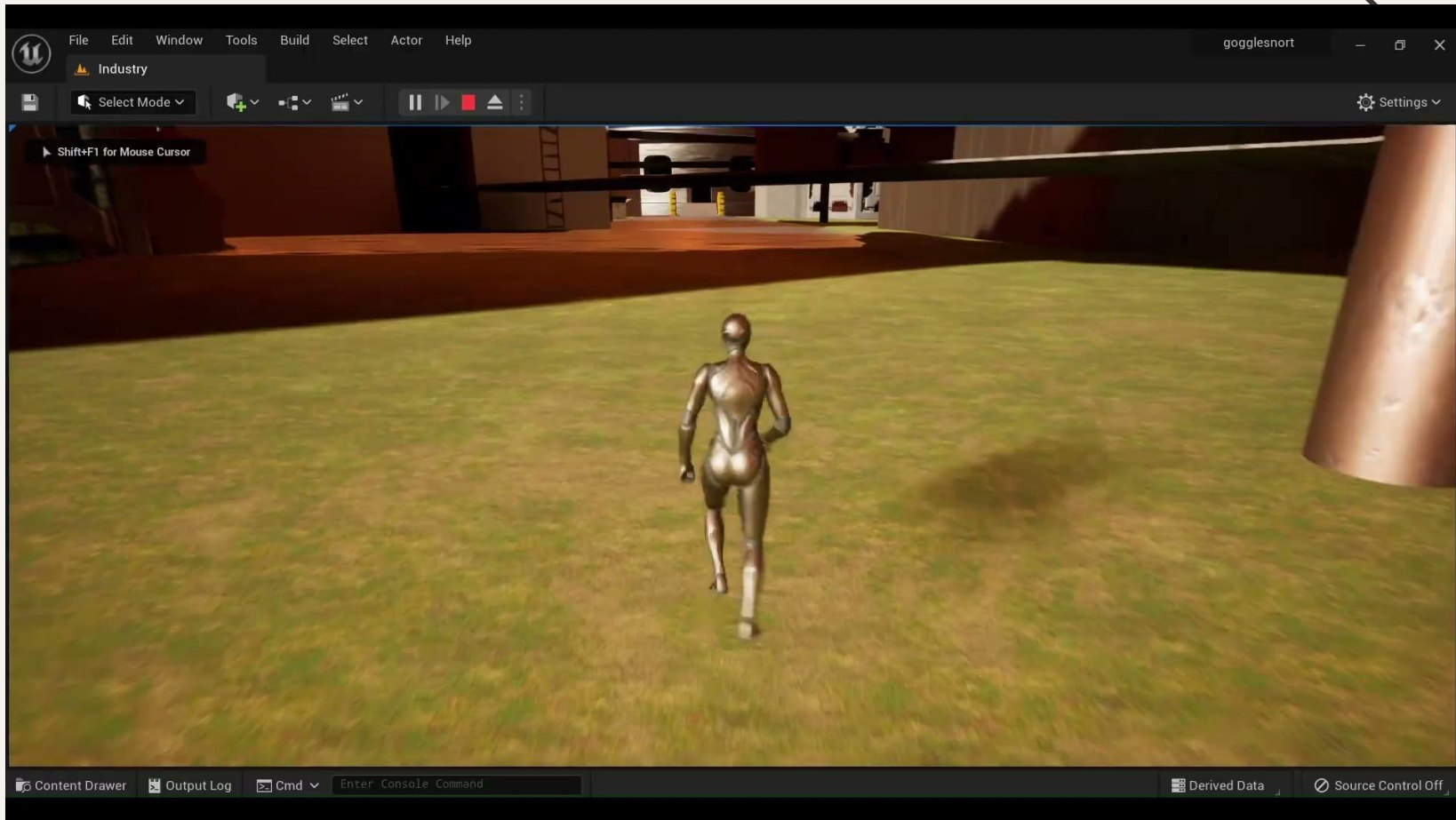
3

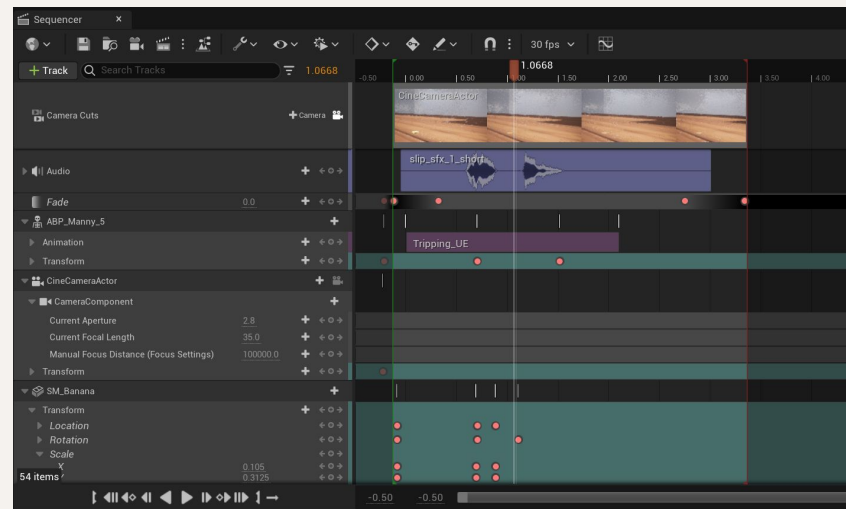
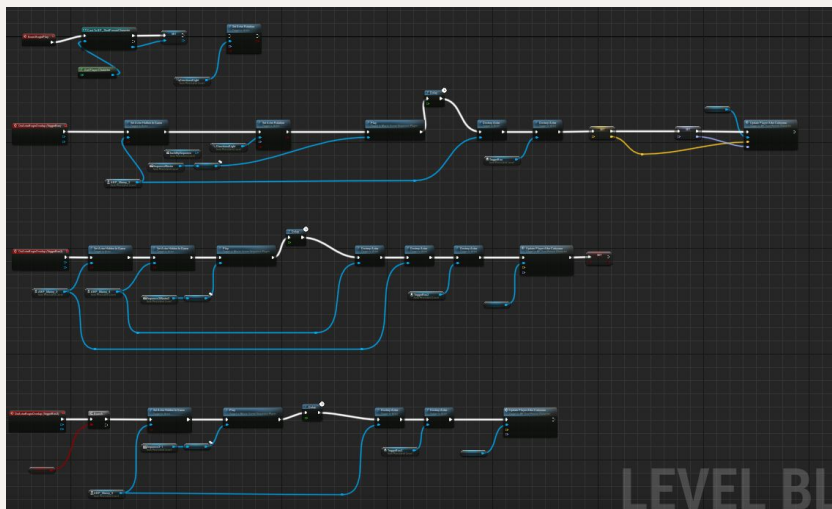
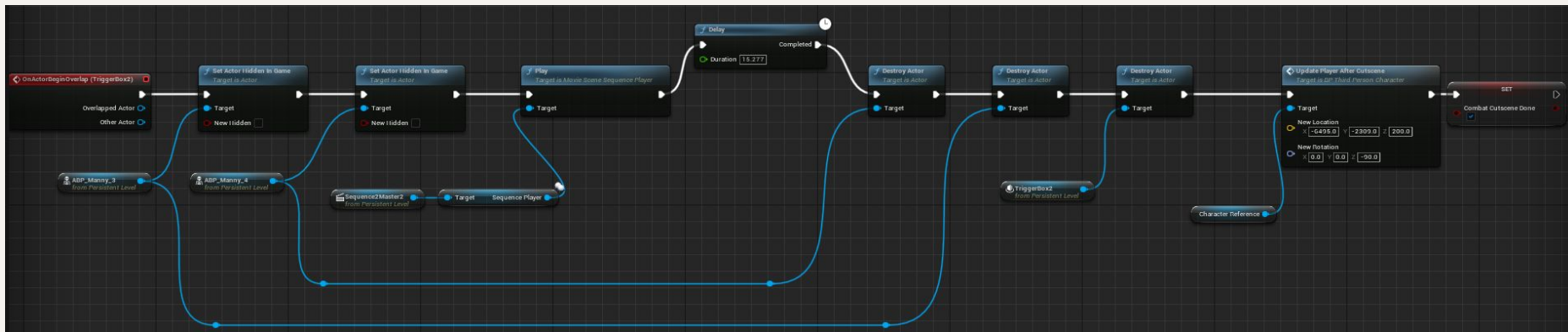
Industry Map Introduction

A short cutscene introducing the industry area.









The image features a light gray background with dark gray wavy lines in the corners, creating a decorative border. The text "Thank You!" is centered in a large, bold, black serif font.

**Thank
You!**