Hello Mario Engine

Readme

The Hello Mario Engine is an open source Mario engine for GameMaker: Studio that is feature packed, and designed to be easy to expand upon with user friendliness as a priority. The engine is fully documented with thousands of code comments, and includes tons of different powerups, over a hundred different enemies, and much, much more!

Controls	
SHIFT/X	Jump/Enter Level/Menu Selection
SHIFT+UP/X+UP	Spin Jump
CONTROL/Z	Run/Pick Things Up
ARROW KEYS	Move/Duck/Slide Down Slopes
SPACE BAR	Reserve Item/Map Inventory
ENTER	Pause Menu
ALT+R	Restart Game
ALT+ENTER	Full Screen
ALT+F4	Quit Game
ALT+1	Turn Off Filtering
ALT+2	Turn On HQ2X Filtering
ALT+3	Turn On HQ4X Filtering
ALT+V	VSync (Turn this OFF when recording)
ALT+F	FPS Display
ALT+G	Gamepad Toggle

Credits	
Hello Mario Engine	Hello Fangaming
SMW Enemy Sprites	Icegoom
Bomb/Ninja Mario Sprites	Guinea
Bee Mario Sprites	SLB12
Shell Mario Sprites	Del
Penguin/Propeller/Squirrel Mario Sprites	Shikaternia
Boomerang Mario Sprites	Dynamo128
Swooper Mario Sprites	Squishy Rex
Karate Mario Sprites	Slamman
Princess Peach Sprites	Antshield21
Mario Series	Nintendo