

# The Super Luigi Brothers

Git Repository: SuperLuigiBrothers

Team Members: Megan Adamik, Matthew Rozinskas,  
Anthony Hernandez, Marianna Sanchez, April Yang

# Megan Adamik

Hometown: Katy, Texas

Major and why: Computer Science with a gaming concentration because I have always enjoyed gaming and would like to understand how the games I love so much are made.

Fun Fact: The first video game that I ever played was Atari and the game that sparked my interest was super mario 64.

Primary Roles and Responsibilities: Working on the enemy class, getting the game to be two player, and helping with collision detection.



# Matthew Rozinskas


Hometown: Ranch Santa Margarita, California

Major and why: Computer Science major with a general concentration. I chose it because I enjoy working with computers and creating new projects with the intent of learning more to help my entry into the industry.

Interesting Fact: Most people call me by Rozi, a nickname given to me because of my red cheeks when i'm nervous and because its my last name shortened.

Primary Roles and Responsibilities:

Working on collision with the mario, enemy, and floor objects as well as helping out with the enemy objects.



# Marianna Sanchez

Hometown: Oklahoma City, Oklahoma

Major and why: Physics; I think it is interesting because physics is needed for pretty much everything. Even things we do not think would have physics, like video games.

Fun fact: I love cars, especially classic cars. I plan on buying a 1967-1969 Mustang next month

Primary Roles and Responsibilities: Figure out how to use classes to get better graphics and use classes to get our Mario to do more motions



# April

Hometown: Hewitt, Texas

Major and why: Computer Science with concentration in gaming, I really enjoy designing video games

Interesting Fact: I can recite the entire original Pokemon rap song.

Primary Roles and Responsibilities: Group Liason, get basics of game working (drawing object on screen, object has class, moving object)



# Anthony

Hometown: Bedford, Tx

Major and why: Statistics, math has always been one of my strong points, and I also enjoy doing it. I am looking to become an actuary for insurance companies.

Fun Fact: I have played the wonderful game of soccer for over 15 years.

Primary Roles and Responsibilities:

To get the collisions up and running and work with the enemies in the game as far as them taking damage.



# Progress

Tutorials Completed: collision(in progress), drawing object on screen, moving object

Design of Project: Similar to the original mario game but with slightly different enemies in design.

Areas of Concern: GRAPHICS, jump feature, areas of collision.

