

CMSC436: Milestone2: Mario Lite

Team 10

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General Description of the app:

This app will be a replica of Mario, or the lite version of the early Mario Games. The will be designed with an initial Welcome Screen, a Menu for navigation, as well of several stages to choose from. Within the game, the player will be able to control 2D character(s), in an environment similar to Mario World.

MileStone Summary:

We've completed Milestone 1 by successfully implementing the PPlatforms and Obstacle Collisions, Final Design of Mario movements, Deployment of PowerUps, and Implementation of lives. We also added timers and death conditions for the Mario object.

Proposed Milestone2 goals:

1. Basic Platforms and Obstacles
2. Sound design, Background Music, Sound Effects
3. Final Design of Mario is implemented
4. Deployment of Powerups (Red Mushroom, 1up-Mushroom)
5. Implementation of Lives (if lives > 0, restart stage, if not kicked to main menu)

Actual accomplishments

- ☒ ~~Basic Platforms and Obstacles~~
- ☐ Sound design, Background Music, Sound Effects
- ☒ ~~Final Design of Mario is implemented~~
- ☒ ~~Deployment of Powerups (Red Mushroom, 1up-Mushroom)~~
- ☒ ~~Implementation of Lives (if lives > 0, restart stage, if not kicked to main menu)~~

Any changes to timeline

Challenges faced

Implementation of the Flame Library.

Understanding the language and structure.

Several video guides were used to assist our project, unfortunately Flame current vision does not fully coincide with the guide's version.

Use of Tile.io, understanding the application, and designing certain objects within the level for platform/obstacle collision detection.

Lessons learned

Use of Flame Library.

Use of Certain Flame Packages: camera, flame_tiles, component, event, material, collision, cupertino, services.

Use of Tiled.io in order to create level, character design, etc.

Implementation of Sounds and Animation, as many of the current milestones are the framework for milestone 3's animation goals.