CMSC436: Milestone2: Mario Lite

Team 10
- Anthony Cheng
- Jamal Bankole
- Michael Ge
- Sizhe Liu
- Brando Morley

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 2 by implementing Mario's animation, Goomba movement and animation, and Mario's interaction with the Goomba. Which includes the jumping to kill, or touch to die logic. We have also included Mario's power ups. So far only the standard red mushroom has been included. Lastly, the Winning Conditions and Logic has been updated, to complete their level.

Proposed Milestone3 goals:
1. Mario's animation
2. Enemy's Movement and animation
3. Interaction between Mario and Enemy
4. Deployment of powerups (including all the logic and effect)
5. Winning logic

Actual accomplishments

- ☑ ~~Mario's animation~~
- ☑ ~~Enemy's Movement and animation~~
- ☑ ~~Interaction between Mario and Enemy~~
- ☑ ~~Deployment of powerups (including all the logic and effect)~~
- ☑ ~~Winning logic~~

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.

Navigating, organizing, and understanding each team member's code.

Some code and logic require other member's code, being able to build off of their code has proved difficult.

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.