Table 1: Revision History

Date	Developer(s)	Change
2020/01/22	Entire Team	Initial Document Creation
...	...	...

SE 3XA3: Problem Statement
super-refactored-mario-python

Team 203, Abstract Connoiseurs
Daniel Noorduyn and noorduyd
David Jandric and jandricd
Alexander Samaha and samahaa

What problem are you trying to solve why is it an important problem what is the context of the problem you are solving (stakeholders? environment?)

The original Super Mario Bros. took the world by storm in the summer of 1983. Since then, it has been adored by fans around the world. Sadly, the game was only accessible on the Nintendo Entertainment System, or by using an emulator for that system. Futhermore, the game itself, was not modifiable without a deep understand of the gaming system, and low level assembly code. This is assuming you could even access the original code, considering it was never open-source.

As the years went on, people have tried, and failed, to port the game to various programming languages and platforms. The stakeholders for this project are those who would enjoy playing 2D platforming games and like to have this experience on any modern platform. The project is open source, and inherently affects other developers in this field. This problem is important to our stakeholders because the concept of Super Mario Bros. In doing so, a fresh twist of Super Mario Bros. can be enjoyed by anyone, anywhere, on any modern platform.