

Mario 1-1 Recreation



Gaining a new appreciation for the programmers of the past

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Gameplay Features

Adaptive Jump

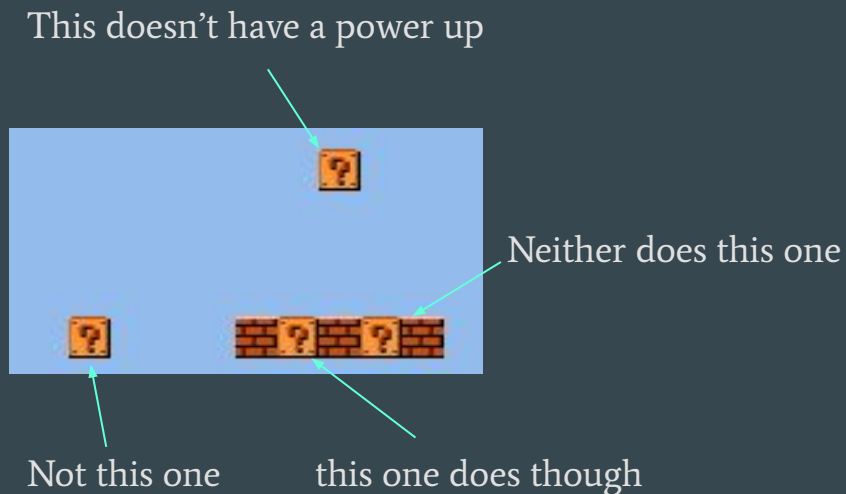
Marios jump height is based on

- Time the button is held down
- Speed when the button is pressed



Power Ups

Certain question blocks have power ups, others don't



Durable enemies

Some enemies die when you step on them

Others don't



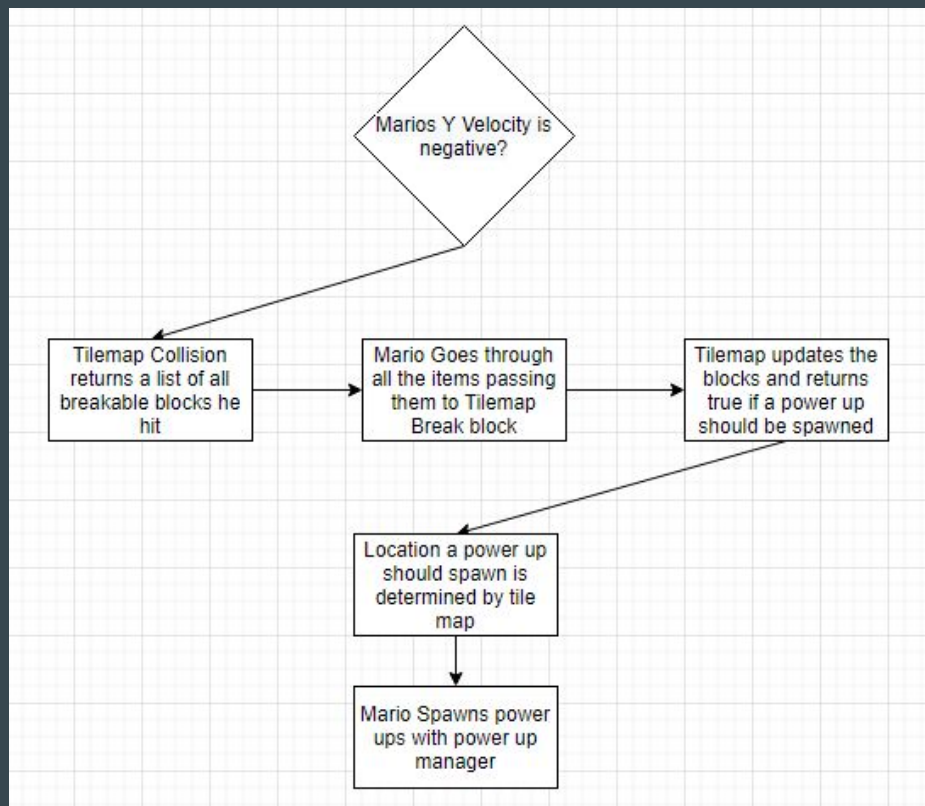
Controls

A and D to move left and right

Shift to sprint

Space to jump

Breakable Tiles



The Colour Red was not good to me

Fire mario and the Red Koopa are both unimplemented for very different reasons

