The Little Plumber

Project – Release 1

CIS 350

By Quinn Gairson, Michael Gairson

07/19/2021

**Project Description**

This project has been our take on a 2d Mario game of early 90s. The player is in control of a character that is used to advance though a map that contains elements that can either harm the player or help them.

**Features Implemented**

* Level Creation
* Further refine level design and layout
* Multiple levels linked together in secession
* Ability to control characters movement (forward, back and up)
* Create special abilities for main character that can be selected based on environment
* Have unique attacks against opponents
* Create multiple opponents
* Create coins that can be collected by the player that effects score
* Timer/Count down
* A visual representation of player’s score
* Different level environments
* Background music