Team 8
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# MARIO GAME PROJECT

SIC 302 SCRATCH 2 FINAL PROJECT

The game we code is mario game . ahmed and radwa is love playing it but it is difficult . the game rules that you can use scratch kit to play . you should collect all the coins and avoid the enemes and finish game by reaching to the mario castle .help ahmed and radwa to finish the game

We can analyse the game to all sprites :

green mario and red mario :

You in the first game you choose which of them to play .
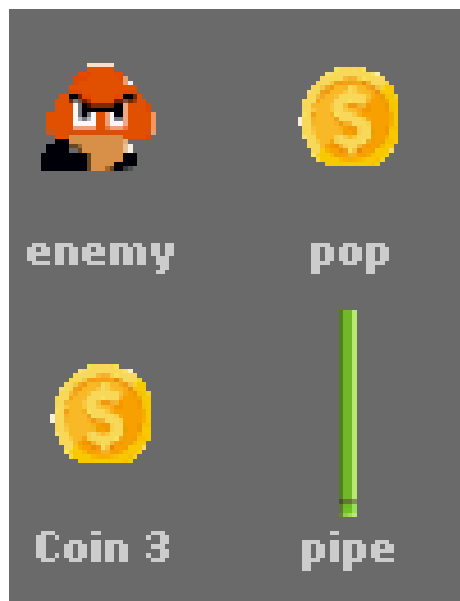
enemy , pop , coin , pipe :

1) **The enemy can kill mario of it touch him .**
2) **The coin that mario must collect to raise his score .**
3) **Pop is a special coin that raise score to 100 and it is got if mario hit the wall that have question mark .**
4) **Pipe is the way to get from level to level .**

The sprite 3 is turtle that kill mario .

The castle is the finishing mode of game .

The flag is raised if mario reach to the finish level .

If mario get in the castle he must raise the victory flag from it by slider (IT MUST BE 0 TO RAISE THE FLAG)

When the game is ready you should pressed the button in the kit AND exit game .

Then the page of loading appear and the loading done if resistance B is collected on 0 . we use the the sprite 10 to role loading .

After that . hide all and go to next bage .
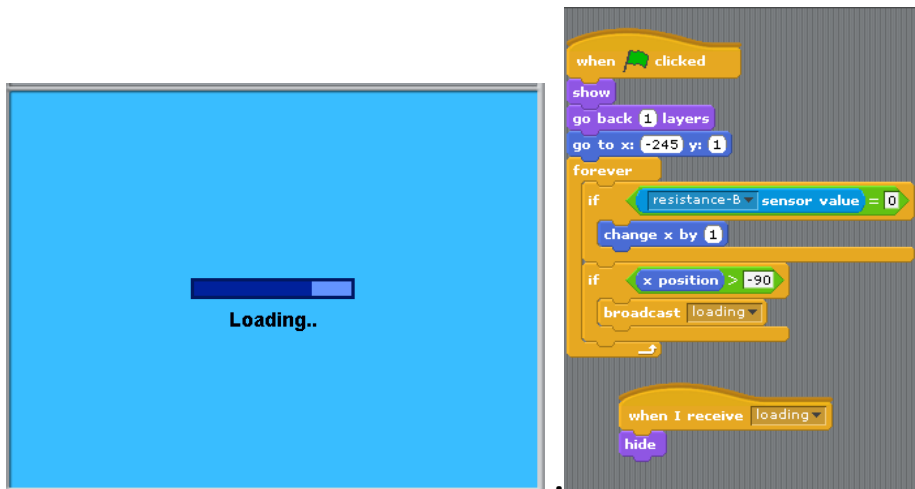
In this page we choose the character we played by . if it red or green . we should pressed on we want and send broadcast to the next bage .
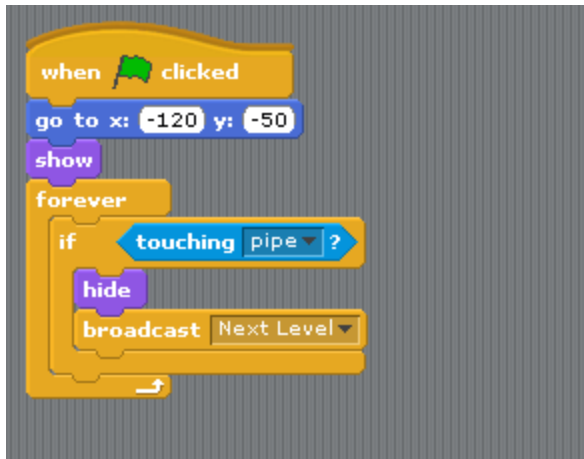
We can control of the sound if it on or off.

We suppose we want to play by red mario

The script in it to glid to the begin of the page in the first level .

And appear the enemy , walls and pipe that is get him to next level .
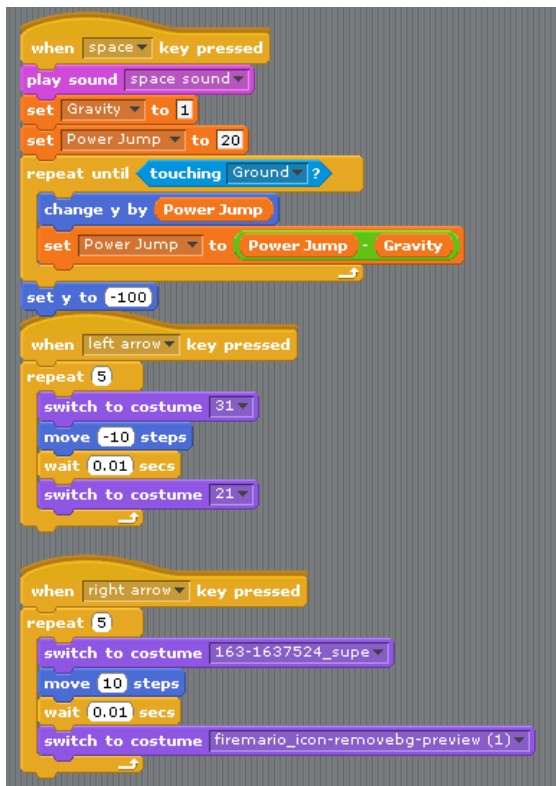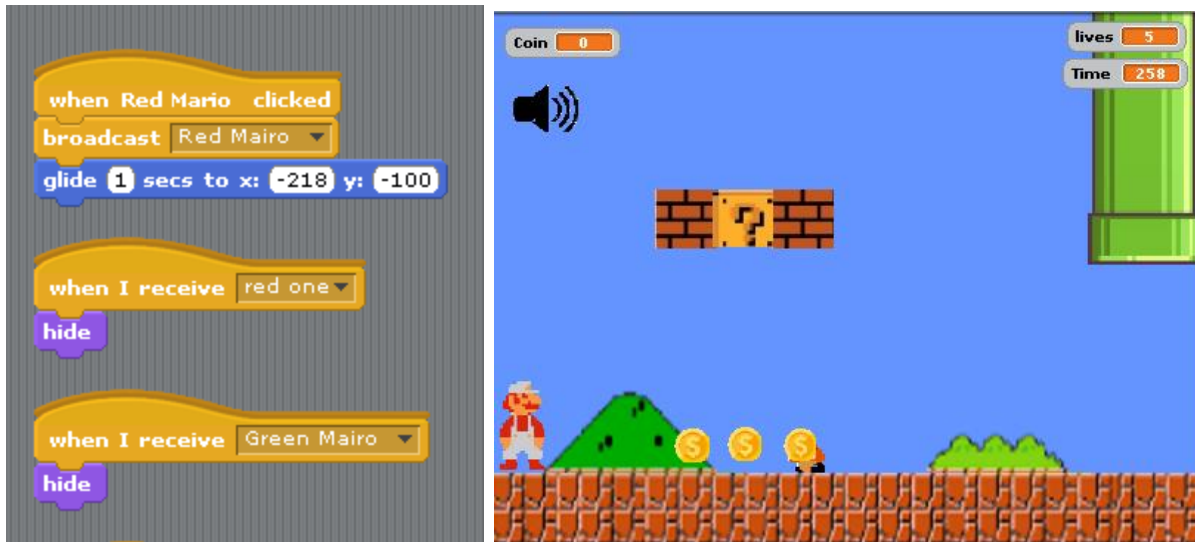
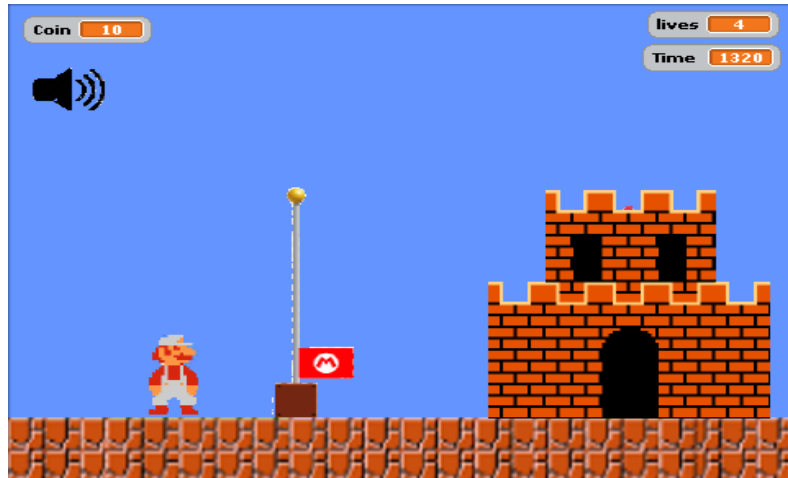this is a script of the movment of mario .

That is when mario reach to the pipe and go to next level .

And glide to the beginning of page . that broadcast hide all level 1 and get to level 2 appear .
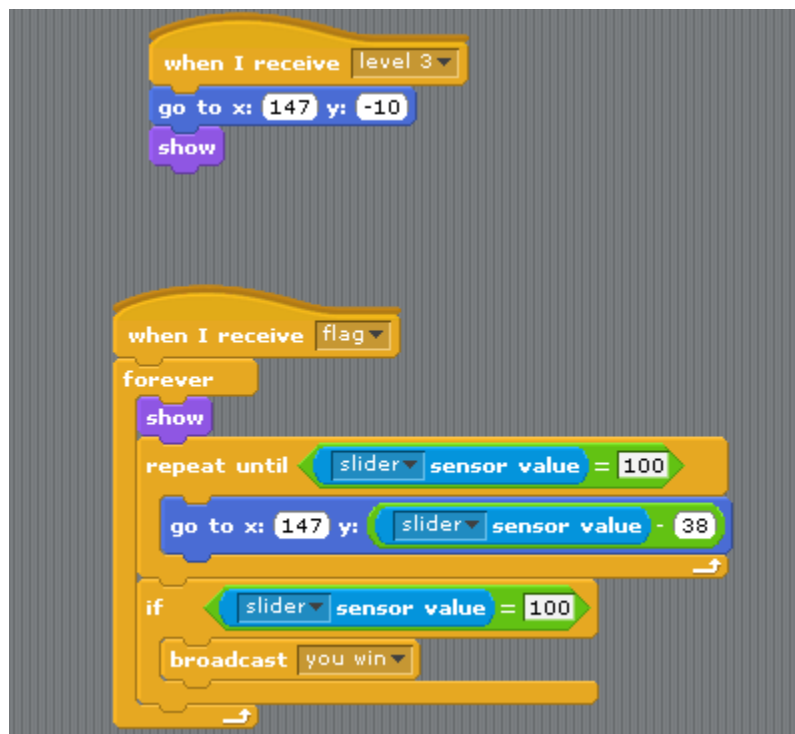

In this level we make it more difficult than the previous level be putting 2 enemy and make it faster .

If mario reach to the right edge of the page then it get to the casle .

This is the finish game

The flag is raised and go to caslte to raise the flag on the castle by slider

That is the code of slider that raise the flag on the castle .

YOU WON

(يجمييييل)

Then this page appear to you if you won

Congratulations!

BIG NOTE

This blocks of walls that one of them has the " question mark " that have the pop coin that equal 100 coins . when mario hit it this change from the question to solid block and never get more than 1 pop coin .

Sensors we used :

1) **The slider to raise the flag on castle(slider =0) .**
2) **Button to start game**
3) **Resistance B to loading**
4) **Light to change the brightness**

You have 5 lives

If you end all lives you get this page appear

You Lose The Game (يفاالشل)

- **The time is run in seconds and minutes by list**

The future plan :

We begin to make the game more difficult and make mode of game (easy – medium – hard – top player)