**Visual Programming Project Report**

**Humza Ali**

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**Introduction:**

The project consists of a simple one form sliding Mario-like game, that has custom texture packs, like the character, background, and other objects. And some fun mechanisms just like the original Mario game.

**Purpose of Game:**

The purpose of the game is that, the player has to collect all of the coins in order to score points, that player can only jump and move left and right, he has to prevent himself from falling off of the map or he will die and the game will restart. If he gets to the end of the map, there he will find a key that he must pick and bring back to the original spawn point and put it in a door to complete the game. Upon completion the game will restart itself.

**How it’s made:**

The project game is made in C# WinForms, the mechanisms of the game are simple, and the movement of the player is only limited to the space-bar and right & left arrow keys. The player can only jump and move left & right.