

Background

A window opens.

At the bottom, a dark green ground rectangle is drawn.



Mario

Starts near the left side of the screen.

Has 3 running frames (run1.bmp, run2.bmp, run3.bmp).

Has 1 jump frame (jump.bmp).



Press Space bar → Mario makes a short jump.

Press F → Mario shoots a brown pentagon bullet upward.



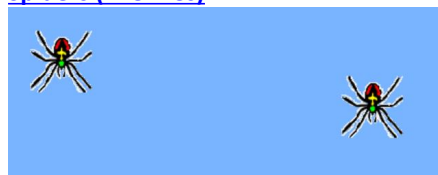
Obstacles

Small brown rectangles on the ground.

Width and height are reduced so they are easier to jump over.



Spiders (Enemies)



Appear only in the top half of the screen.

Every 3 seconds, 2 spiders spawn at random spots.

Move in a zig-zag pattern (left-right and slightly up-down).

Use sprite: spider.bmp.

Bullet vs Spider



If Mario's bullet hits a spider → it changes to splash.bmp.

After a short time, the splash disappears.

Animation

frame_index + frame_delay make Mario's running smooth.

Jump height is short and natural.



One sunny morning, Mario left his little house and started running across the green grass. Suddenly, spiders began crawling in the sky, and small blocks appeared on the ground to stop him. But Mario was brave! He jumped over obstacles, shot bullets at the spiders, and kept moving forward. His goal: survive, score points, and never give up.