**PROJECT PROGRAMMING REPORT**

**Game: Super Mario**

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**By**

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[**Object-Oriented Programming**](https://blackboard.hcmiu.edu.vn/webapps/blackboard/execute/launcher?type=Course&id=_14859_1&url=)

**1.Introduction**

Welcome! We’re going to talk about our presentation of programming game. In this report, we will show you the process of programming the game in java programming language as well as the code and how the game works. During my report, please feel free to interrupt me if you have any questions. After reporting, there will be time for questions and answers at the end of the report.

**2.** **Analysis**

About the game Super Mario, it is a basic game, familiar to many people. The game is popular for many people around the world from 1981 until now.

Gameplay is very simple, you control the character Mario to put the bombs to kill enemy and gain coins, scores and run to the end of the game to the next level. The player's job is to use the keys ↑, ← , → , spacebar to control the Mario and put the bomb. The game has plenty of level, when you go to the end of the level, you will go to the next level

Firstly, we should set up the interface. In this game, we need to create the Frame and other packages to run the game with plenty of images. Secondly, we will initialize data. Data of the game depend on lives of the character. Thirdly, about the handler functions, Controlling the character is essentially move left, move right, put the bomb or jump. For example, when we press the right key (right), the character will turn right and when we hold the right button, it will go right. Remember to update the new coordinates of the character. The character has the number of lives, if Mario touches to enemy or fell into a cliff, his lives minus to 1. When the lives is zero, the game is over. If the game is over, the current game number will close up and give scores. If the player has completed that level, the current game window will close, and open the window of a new level, with a higher level, more difficult.

**3. Conclusions**

So, this is the idea as well as how to create a Super Mario game. You can further improve the program by adding some other content such as more time to make the game more attractive. Hope to receive suggestions from all of you.

**4.References**

The demo game: <https://github.com/ITITIU19233/OOPGAME> (You can see the code and download it to run)