My final project will be a Platformer game called Super Bowser’s World, based on Super Mario Brothers from 1985 on the Nintendo Entertainment System. It will take place on the first level of the game using sprites and sounds from the original game. I hope to create a retro style game where the player takes the role of the original games antagonist, playing against the original games protagonists. The player takes the role of Bowser going through his own kingdom (stage(s)) collecting coins and killing any enemies (Mario and Luigi) before time runs out. No enemies will be in the draft version of the game.

User input will involve the keyboard and mouse:  
W/Up/Spacebar – Causes player to Jump.  
A/Left – Moves player left.  
S/Down – Shoots out fire to kill enemies (final version).  
D/Right – Moves player right.  
Enter – Begins game from the Title Screen (final version).  
Mouse Click – Makes the game full screen, or exits full screen mode.

In the Draft Version the player will simply be collecting coins that have been dropped on the map while trying to reach the exit before time runs out. The faster the player can reach the exit the more points they will receive, as every second of remaining time will be added to their score times ten. Falling down a hole or running out of time will kill the player and set their score to 0. The draft will have no title screen, and their remaining time and score will be displayed in the top left corner.

In the Final Version there will be a title screen which keeps track of their highest score while they are playing. There will be enemies added who simply walk around, and the player will be able to kill them by shooting fire at them. Question Box’s will be “breakable” and will release either coins or a power up. The player will start small, will die immediately upon collision with an enemy, and their fire will go a very short distance. Power-ups will make the character larger, which will make their fire go further and allow them to collide with an enemy once causing them to return to their original small state. Collected Coins, remaining time, world/stage number, and total score will be displayed at the top of the screen during gameplay.

The greatest technical difficulties will be to make the bricks and Question Box’s breakable from on their bottom. Bricks and Question Box’s must have normal collision physics on the top, left, and right, while they break when they are collided with from the bottom. This holds true with the enemies as well, where collision enemies who are collided with form the top (player on top) will kill the enemy, while collision with the enemies from any other direction (left, right, bottom) will hurt/kill the player. Refactoring the code from a single js file to multiple js files with a main menu will also be difficult and time consuming.