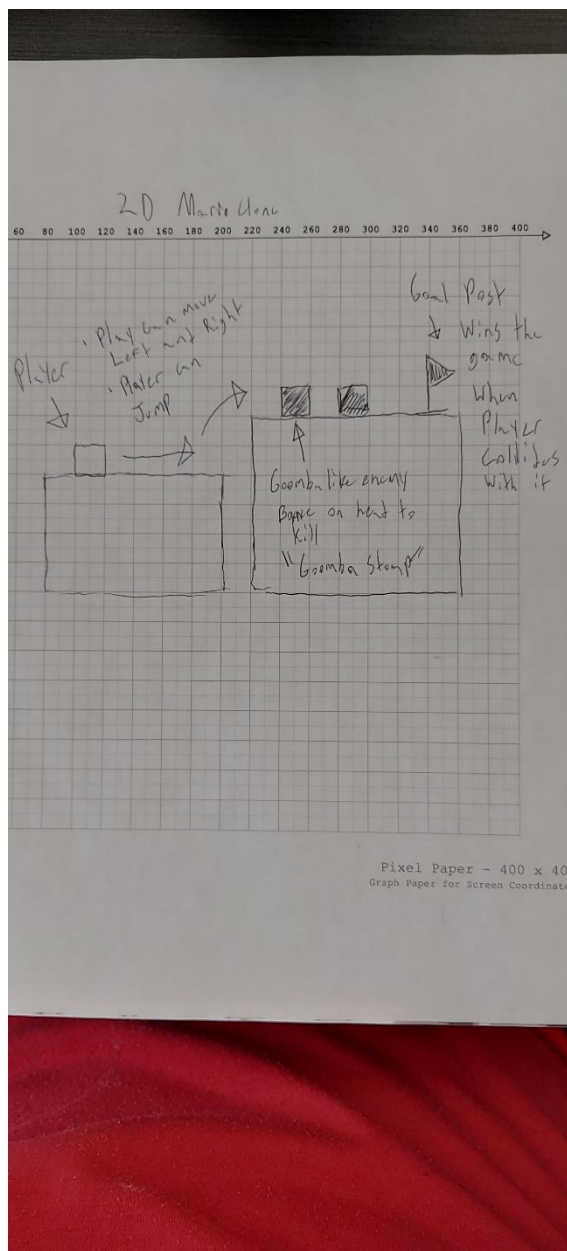# Process Work:

The goal of this design was to make some sort of Mario clone. Where I would start off with building the background with the terrain using sprites and giving collision to the terrain. I would then create the player making him move and having him in front of the background as well as having him collide with the terrain. To not have him fall through as I need to add gravity. I would then like to add movement to the player as well as the ability to jump. Then I would like to add another block of terrain that the player can jump to. After that I'll make an enemy that the player can face or obstruct the player from getting to the end. Speaking of the end ill add some sort of flag or goalpost to the end of the level that causes the game to end. This causes the player to win. The player can also lose when they fall off the level.

Some problems I encountered were that my laptop crashed and that caused my project to corrupt. Thankfully I had a back up. I also wish I set up GitHub earlier, but there was a bunch of errors, I still don't fully know how I fixed it. Would have liked to have added colliders to the enemies so that they can cause game loss. Animations were hell to manage I probably didn't need them. Speaking of which I did not add the slime animation cause of timing restrictions. Would like to have made the player respawn if they fall off the map. Had an issue where the player just won when they spawned in, turns out I set the parameters of the goal to less then x coordinate of 16 instead of greater then 16.

2D Mario Clone

60 80 100 120 140 160 180 200 220 240 260 280 300 320 340 360 380 400

Player

· Player can move Left and Right
· Player can Jump

Goal Post
→ Wins the game when Player Collides with it

Goomba like enemy
Bounce on head to kill
"Goomba Stomp"

2D Mario Clone

Player

· Play can move
  Left and Right
· Player can
  Jump

Goomba like enemy
Bounce on head to
kill
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Goal Post
Wins the
game
when
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