1. Work Assignment
2. **Tran Dinh Nguyen**

* Overworld screen
* High level collision with enemies, coin
* Add health bar, coin bar

1. **Luu Van Quyen**

* Create basic game with a camera
* Basic level collisions
* Animation states and particle effects
* Add sound effect

1. **Nguyen Van Lap**

* Design map with Tiled
* Import map (palms, coin, constraint, crate, enemy, grass, player, terrain)

1. **Nguyen Thi My Duyen + Ha Thi Ngoc Lan**

* Login and register interface design
* Connect to database

1. Lesson Learned

After completing Mario Game project, our group knows how to use pygame, code and design an actual game using pygame. Besides, we also know how to design a login/register interface. Last but not least, we know how to connect the project to database using mysql.