SuperMario Brief Proposal

I’m going to write a Super Mario game with Java language , which can realize the Mario go from birth place and successfully to the end of map seeing as Game Win , collision with monster or fall out to the map seeing as Game over .

**Planning Object :**

**Mario** .

**Bricks**: Including normal bricks and boxes that Mario can get mushroom .

**Mushroom**: Jump out from boxes and Mario can get point from it .

**Monsters**: Different kind of monsters , if Mario collision with monster , then Mario will die ,game will over.

**Planning Technic:**

Object Collision and gravity drop simulation

Map drawing and interface by Swing.

Game starting and restarting.

Judgement of falling out of map .

**Planning Game feature:**

When game start , Mario will start at the birth place , user can use keyboard to control Mario moving on the map .

From start place , the Mario will going through different places , including bricks on the ground , also bricks above the ground that can jump on it to avoid monsters and deep holes , also there are boxes Mario can touch it with head , it can come out mushrooms to get points, if it can successfully reach the end of map , there will be a finish point , touch the point will make game win .

If the Mario collision with monsters , he will die and game will over . Also if he fall into deep hole and fall out to the map , then game will over ,too.