About The Project

1. This game is like super Mario but with better graphics and UI, use the arrow keys to move and space to jump (like the classic Mario). We hope that you like this demo version of the game. Keep in mind that the game is still not finished yet and we still need to add a health bar, different bosses, different levels and terrains, a hitbox, levels, and some other stuff. We are so excited about the final outcome of the game and we hope you are as well. Also, I am sorry if it is a little bit confusing in the beginning to open the game.
2. In order to open the game:
   * 1. Extract the zip folder
     2. Open (Level) folder
     3. Open (Code) folder
     4. Open (main.py)
     5. Since we have not added a death barrier and respawn point yet. You are going to have to restart the game whenever you fall through the cracks. (Do not worry it is going to be fixed in the final version)
     6. You are going to have to open the game using PyCharm because, for some reason, the code does not run with visual studio code.
     7. And you are going to have to run the code twice for the game to run. (note: this is all going to be fixed in the final version of the game)

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