Your name: Allen Mrazek, Areg Tevanyan, Mitchell Norseth -- Team 'Mission: Find Luigi'

Repository: https://github.com/ amrazek / 386-super-mario   /

Finished	Not Finished	Verify each of the following items and place a checkmark in the correct column. Each item incorrectly marked will incur a 5% penalty on the assignment's grade.
☒	❏	Overall, game has look and feel of original Super Mario 1985 game (see UTA website).
❏	☒	There are 2 world levels, each with 4 sub-levels. The world levels and sub-levels match those shown on the UTA website, and are described in the beginning of this project.
☒	❏	Levels pan sideways as Mario moves through them, revealing portions of the level to pass through, and enemies and obstacles to overcome.
☒	❏	Mario is implemented so he can walk, run, jump, crouch, slide, or through fire-balls as he moves through sub-levels.
☒	❏	Mario moves to next sub-level when he makes it alive through a sub-level in the time allocated.
❏	☒	Mario moves to the next world level if he makes it alive through all four sub-levels.
☒	❏	Mario can jump, and can jump higher if he jumps while still in the air.
☒	❏	Super Mario can break bricks with his head (or force coins and mushrooms out).
☒	❏	Fire Mario can throw fireballs at enemies to destroy them. (Super Mario becomes Fire Mario if he touches a fire flower).
☒	❏	Mario becomes Super Mario if he touches a power-up mushroom.
☒	❏	Super Mario becomes Invincible Mario if he touches a Power star. When invincible, he can run through any enemy without damage. He can only do this for a limited time.
☒	❏	Mario can collect coins as he moves, and can gain lives if he collects enough.
☒	❏	Enemies and obstacles oppose Mario as he moves (Koopas, Goombas, ~~Cheep-cheeps~~, fire-balls, firebars, ~~bloobers~~, and man-eating plants).
☒	❏	If Mario touches an enemy when he is Super Mario, he will transform back to Mario. If he touches one when he is Mario, he will lose a life.
☒	❏	Mario is animated as he moves, and is animated when he transforms.
☒	❏	Enemies have a simple animation (usually 2-4 frames). Mario has a more complex, 6-8 frame animation.
☒	❏	Mario, his alter-egos, the level items, and his enemies are all created using a pixel editor (such as Gimp or Inkscape), or are downloaded from a Sprite sheet. If downloaded, appropriate credit must be given.
☒	❏	The Python code is object-oriented, and shows good overall game design. No issues are shown in any file in PyCharm (all source files pass PEP 8).
☒	❏	Project directory has been pushed using a GitHub client, not by manually dragging-and-dropping files onto the GitHub web page.

Comments: World 2 missing. Missing enemies: Cheep-cheeps, bloobers

Movement with arrow keys. Spacebar to jump. Shift to dash or throw.