Project

The goal of our project is to make Mario game on the Unity version 2019.3 for Android.

* **Description of the game**

It is a 2D game for Android, in which you are playing for plumber Mario.

*Plot*:

At the beginning of the game, the main hero discovers that princess was kidnapped. In order to save the princess, Mario should pass all levels.

*Mario’s abilities*:

There are levels in which you play on map, where Mario can jump, go left and go right.

*Level structur*e:

You start from left side and requires to reach finish which is situated in the right. Level consists of blocks.

In the level there are 3 types of blocks:

* Ground

Mario can go on ground.

* Holes and monsters.

Mario dies if he falls in a hole or he would be bitten by a monster. When Mario dies the level restarts.

* Coins.

Mario can pick up it. Between levels Mario can spend it in shop.

* **Interface**

*In a level:*

There is a label ‘Menu’. When you clicking on it Game menu opens.

*In the Game menu:*

Not fullscreen.

There is a cross in right up corner. When you clicking on it Game menu quits and you continue level from the moment when you open Game menu.

There are 4 buttons:

* ‘Restart: you start current level (from the beginning).
* ‘Settings’ (future): you open Settings menu.
* ‘Main menu’: you open Main menu.

*In the Main menu:*

Fullscreen.

There are 4 buttons:

* ‘Start’: you start the first level.
* ‘Continue’: you start last not passed from the last start level.
* ‘Settings’ (future): you open Settings menu.
* ‘Quit’: quit the game.
* **Player’s control**

You control Mario by using three buttons:

* Upper arrow – Mario will jump up.
* Left arrow – Mario will go left.
* Right arrow – Mario will go right.

If you click upper and left or right arrows at the same time, Mario will jump left or right respectively.