Project

The goal of our project is to make Mario game on the “Unreal Engine 4” for Android.

Game “Mario”

* The description of the game

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

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.

There are levels in which you play on map, where Mario can jump, go left and go right. You start from left side and requires to reach finish which is situated in the right.

In a level there are:

* 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 it Game menu opens.

* In the Game menu

Not fullscreen.

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

There are 4 buttons:

* ‘Start’: you start the first level.
* ‘Restart: you start current level (from start).
* ‘Settings’: 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’: you open Settings menu.
* ‘Quit’: quit the game.
* Game logic

You control Mario by using three buttons:

* Space – Mario will jump.
* Lower arrow – Mario will go left.
* Upper arrow – Mario will go right.