Flow Chart

Pg 1

Public Partial Class Form

Form Load

* Int force, gravity;
* Int ylimit;
* int runningpic= 0;
* int fireballshot = 0;

Bool Jump

* ARRAY OF Rectangle for GummbaPlatfrom[] of 3 platform   
  ARRAY OF Rectangle for Enemies [] of 4 Gumbass
* Bool MFacingRight;
* Bool MJumpingRight;

Bool Jump

* Timer MarioTim;
* Timer Fireball
* Timer for BowserPlatform
* BowserPlatfrom rectangle;
* Bowser Rectangle;
* Fireball Rectangle

-Player Rectangle

* BowserPlatfrom rectangle;
* Bowser Rectangle;
* Fireball Rectangle
* ComboBox Button
* Button Play;
* Button Instruction;
* Button Back;
* 8 IMAGES for MARIO
* 2 IMAGES for GUMBA
* 2 IMAGES for Bowser

Pg 2

Instruction Button

Clear the screen and Display the Instructions

Change the array of enemies accordingly

If difficulty set

Check if difficulty is set, if not set it to easy.

Start timer.

Initialize all rectangles including arrays

Show Name on the game

Check if input is valid and then proceed

Store the info to use for when play is pressed

Clear the screen and initialize the game

Input name

Difficulty level button

Play Button

Pg 1

Pg 2

Key Up Method

Is Left Key UP

Is Right Key UP

Stop Mario from moving

Stop Mario from moving

Set bool Mario facing right equal false

Set bool Mario facing right equal true

Key Down Method

Mario moves right

Is Right Key Down

Mario moves left

Is Left Key Down

Pg 3

Pg 3

Pg 3

When Mario not jumping, Mario jumps and force 14, gravity is 3

Is Up Key Down

Pg 3

Pg 3

Pg 3