Final Project Proposal – Nafiz Hasan and Ashad Ahmed

For my final project I plan to make a Mario themed side-scroller. There will be at least three levels, and each of the levels will be randomly generated (apart from some customization where the randomization does not work out), with increasing difficulty throughout the levels. There will be random platforms, random enemy placements, random coin locations, and so on. Mario will start with 3 health and he will be able to gain lives through the shop. He will have a fire attack that will do lasting damage, an ice attack that will freeze enemies, etc. and he will be able to jump. The user can move both forward and backward but there will be a time limit in which the level must be completed (otherwise the user must restart the level if the timer is up). The goal will be to defeat bowser, the final boss, and save princess peach at the end of level 3. The environment will include platforms, spikes, coins, bricks, and enemies.

There will be at least 3 basic enemies. A goomba that damages the player if they get to close. A bullet bill launcher that shoots bullet bills that the player can destroy with their attacks. As well as Kamek, who shoots magic that the player cannot stop, and the player simply has to dodge it. The final boss will be Bowser who shoots fireballs, and the player will have to beat him with the ranged attacks.

A picture containing drawing

Description automatically generatedThe user will control Mario’s jump and movement with arrow keys, and attack with the space button. There will also be a store after each level where the player can buy different attacks and upgrades, such as extra lives.