

# General Guidelines for Presentation

- Slides should not be too heavy with content. Better to create point wise.
- If you require more than one slide for any point, right click on that point slide then select duplicate slide and modify the duplicated slide.
- Diagrams must be aligned at centre and clearly visible with caption.
- All the mentioned fonts, font size, title content, etc should not change and strictly as per the given format and guidelines.



Parshvanath Charitable Trust's  
**A. P. SHAH INSTITUTE OF TECHNOLOGY, THANE**  
(All Programs Accredited by NBA)

**Department of Information Technology**



# Mario Game

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**Project Guide**  
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# 1. Introduction

- Mario is a single player game. Where main player (mario) can move in left/right directions and can jump. The levels are full of enemies and platforms, and open holes. If Mario touches an enemy, he dies. If he falls down a hole or misses a jump, he will also lose a life.
- Problem Identified :
  - Lagging
  - Bugging
- Problem Solution :
  - We tried to use less resources and memory space so that the game can run smoothly.
  - We tried to use compatible graphics.

## 2. Objectives

1. To make game with attractive graphics, suitable animation, and sound.
2. To develop a game that will try to solve a problem, motivate, and promote learning using game-based thinkings and techniques.
3. The objective of the game is to progress through levels by defeating enemies, collecting items and solving puzzles without dying.
4. To create user friendly game application.

# 3. Scope

1. Mario game is a single-player strategy game on the android platform.
2. The player will progress through levels which require precise manipulation of the environment, though the game encourages creativity and daring via branching pathways.
3. The episodic structure of the game facilitates the pace of the story.
4. We are working mainly with objects, animation, graphics, scripts, game engines facilities.

## 4. Feature /Functionality

### ➤ **Character inputs/moves**

Player can move left or right and can simultaneously jump.

### ➤ **Levels**

There are total three level in the game which can be extended further.

### ➤ **Dashboard**

Dashboard will display total number of levels and levels unlocked. User cannot access next level unless completing previous level.

### ➤ **Coins**

1. Coins collected while playing will be displayed on screen.
2. Game include two types of coins gold/silver.

## ➤ **Health Bar**

A health bar shows the status of player's power/energy they have left. If the player's health bar is completely empty or the no. shows zero, the player will usually lose a life or die.

## ➤ **Enemy**

If player strikes/hits enemy then ultimately he will die. Player can kill enemies by tapping on to their head.



## 5. Outcome of Project

1. Starting window will display no. of levels in the game.
2. Completion of starting or previous levels is mandatory to access/jump to the next level.
3. There are silver and gold coins in game. Collecting silver coin will be rewarded by +1 point and collecting gold coins will be rewarded by +5 point to the player.
4. Trees and enemies are the major obstacles in the game.

# 6. Technology Stack

## 1. Python

Python is used to provide add-on game functionality, create 3D graphics, and script.

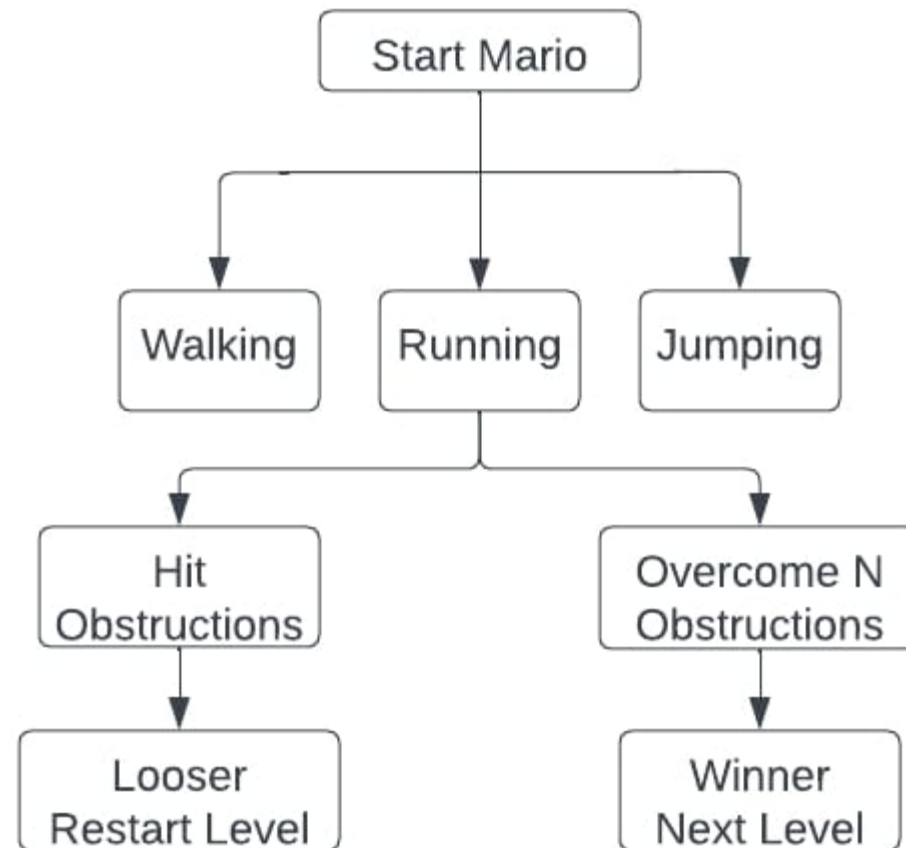
## 2. Pygame

The most popular library that supports developing game in python is pygame.

## 3. Tiles

Tiles are visual chunks that are positioned and reused throughout a game to make up the entire map.

## 7. Block Diagram ( if applicable)



Thank You...!!