**Mario Craft**

**Student:** Suki Tsz Ki Chan

**Group:**  Group GD2

**Submission Date: 08/12/2016**

Table of Contents

# **Tools Used:**

Visual Studio 2013

Entity Framework

GitHub: <https://github.com/SukiTKChan/MarioCraftPhase3>

# **Introduction:**

This is an individual project continuing from phase 1 and phase 2 of the project. In this phase of the project, I am to implement MarioCraft by create a graphical user interface.

# **GitHub:**

I am using GitHub for version control. I find this convenient and efficient as I can keep track what changes I have made.

# **Main Menu Form:**

The main menu form is the first screen that will display when the program runs. Every game user must either log in or register an account in order to play.

# **Register Form:**

If the game user does not have an account, they can register for one. They must provide their email address and a password. Each email can only be used to register once.

# **References:**

<http://www.oracle.com/webfolder/technetwork/tutorials/obe/db/12c/r1/appdev/dotnet/GettingStartedNETVersion/index.html>

https://dotprogramming.blogspot.com/2015/09/login-form-using-entity-framework-in.html

<https://www.dotnetperls.com/errorprovider>

ToolTip

<https://msdn.microsoft.com/en-us/library/aa984424(v=vs.71).aspx>

Player movement:

<https://www.youtube.com/watch?v=2e-IJ1dAa28>

<https://www.youtube.com/watch?v=blBcGY_Ca7Q>

<https://www.youtube.com/watch?v=Cc62S6b94QQ>

Main Menu and Register Menu background image (Super mario bros pixelated backgrounds.): http://www.pixelstalk.net/super-mario-backgrounds/