

| CPSC 386 Project Four: Super Mario Brothers – World Levels 1 and 2 due 30 Oct (-01), 1 Nov (-02) at beginning of class | | |
|--|-------------------------------------|--|
| Your name: Bowsette (Eric Edelman, Kierstyn Just, William Au) | | |
| Repository: https://github.com/TheSoullessOne/Mario_Levels / | | |
| Finished | Not Finished | Verify each of the following items and place a checkmark in the correct column. Each item incorrectly marked will incur a 5% penalty on the assignment's grade. |
| <input checked="" type="checkbox"/> | <input type="checkbox"/> | Overall, game has look and feel of original Super Mario 1985 game (see UTA website). |
| <input type="checkbox"/> | <input checked="" type="checkbox"/> | There are 2 world levels, each with 4 sub-levels. The world levels and sub-levels match those shown on the UTA website, and are described in the beginning of this project. |
| <input checked="" type="checkbox"/> | <input type="checkbox"/> | Levels pan sideways as Mario moves through them, revealing portions of the level to pass through, and enemies and obstacles to overcome. |
| <input checked="" type="checkbox"/> | <input type="checkbox"/> | Mario is implemented so he can walk, run, jump, crouch, slide, or through fire-balls as he moves through sub-levels. |
| <input type="checkbox"/> | <input checked="" type="checkbox"/> | Mario moves to next sub-level when he makes it alive through a sub-level in the time allocated. |
| <input type="checkbox"/> | <input checked="" type="checkbox"/> | Mario moves to the next world level if he makes it alive through all four sub-levels. |
| <input checked="" type="checkbox"/> | <input type="checkbox"/> | Mario can jump, and can jump higher if he jumps while still in the air. |
| <input checked="" type="checkbox"/> | <input type="checkbox"/> | Super Mario can break bricks with his head (or force coins and mushrooms out). |
| <input type="checkbox"/> | <input checked="" type="checkbox"/> | Fire Mario can throw fireballs at enemies to destroy them. (Super Mario becomes Fire Mario if he touches a fire flower). |
| <input checked="" type="checkbox"/> | <input type="checkbox"/> | Mario becomes Super Mario if he touches a power-up mushroom. |
| <input type="checkbox"/> | <input checked="" type="checkbox"/> | Super Mario becomes Invincible Mario if he touches a Power star. When invincible, he can run through any enemy without damage. He can only do this for a limited time. |
| <input checked="" type="checkbox"/> | <input type="checkbox"/> | Mario can collect coins as he moves, and can gain lives if he collects enough. |
| <input checked="" type="checkbox"/> | <input type="checkbox"/> | Enemies and obstacles oppose Mario as he moves (Koopas, Goombas, Cheep-cheeps, fire-balls, firebars, bloobers, and man-eating plants). |
| <input checked="" type="checkbox"/> | <input type="checkbox"/> | If Mario touches an enemy when he is Super Mario, he will transform back to Mario. If he touches one when he is Mario, he will lose a life. |
| <input checked="" type="checkbox"/> | <input type="checkbox"/> | Mario is animated as he moves, and is animated when he transforms. |
| <input checked="" type="checkbox"/> | <input type="checkbox"/> | Enemies have a simple animation (usually 2-4 frames). Mario has a more complex, 6-8 frame animation. |
| <input checked="" type="checkbox"/> | <input type="checkbox"/> | Mario, his alter-egos, the level items, and his enemies are all created using a pixel editor (such as Gimp or Inkscape), or are downloaded from a Sprite sheet. If downloaded, appropriate credit must be given. |
| <input checked="" type="checkbox"/> | <input type="checkbox"/> | The Python code is object-oriented, and shows good overall game design. No issues are shown in any file in PyCharm (all source files pass PEP 8). |
| <input checked="" type="checkbox"/> | <input type="checkbox"/> | Project directory has been pushed using a GitHub client, not by manually dragging-and-dropping files onto the GitHub web page. |
| Comments: | | |
| | | |