

GitHub Link: <https://github.com/ThomasJagielski/mp4>

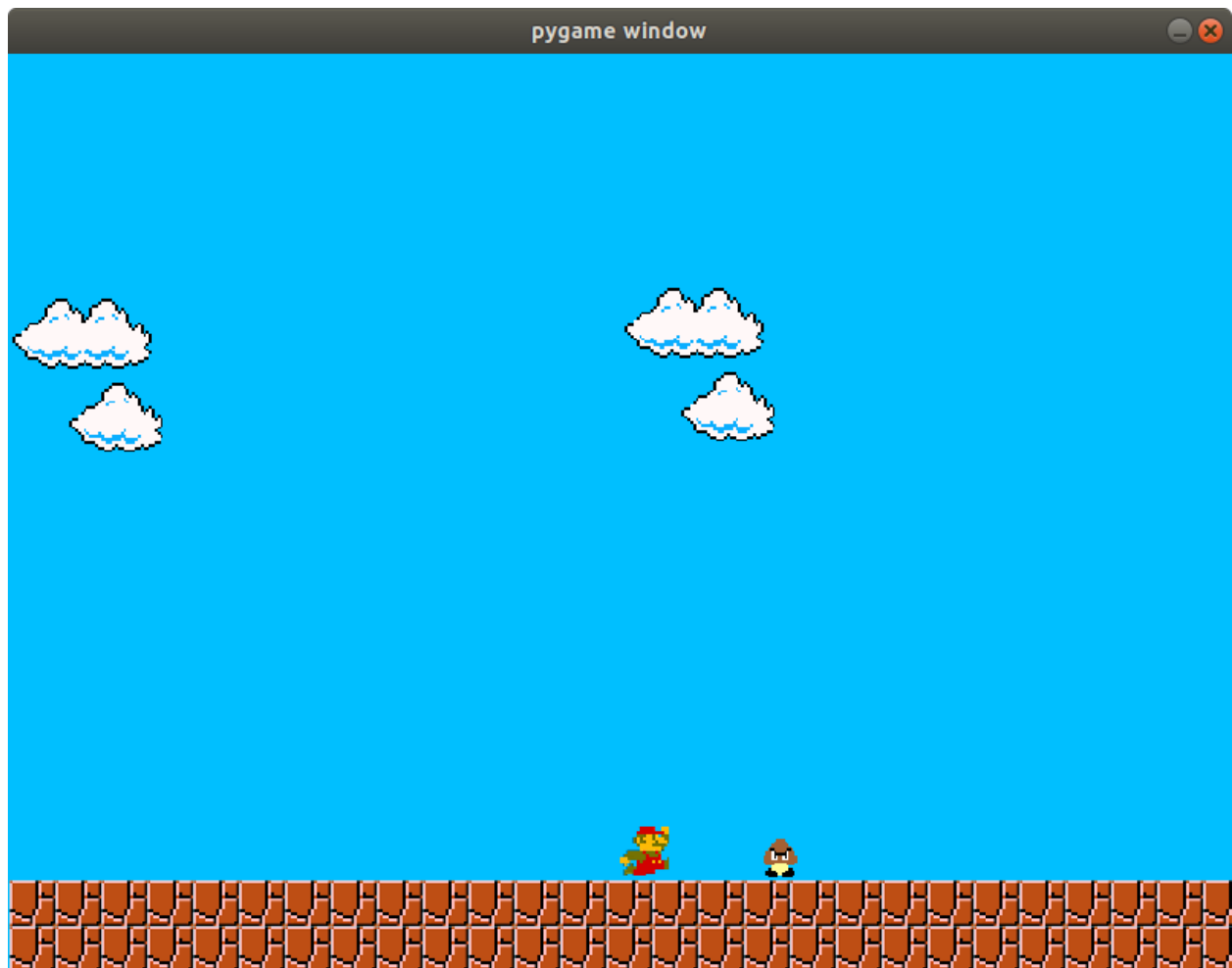
Note: Most of the code as of right now is written in the main, mario, model, view, controller, frame, goomba, cloud classes

#### Libraries:

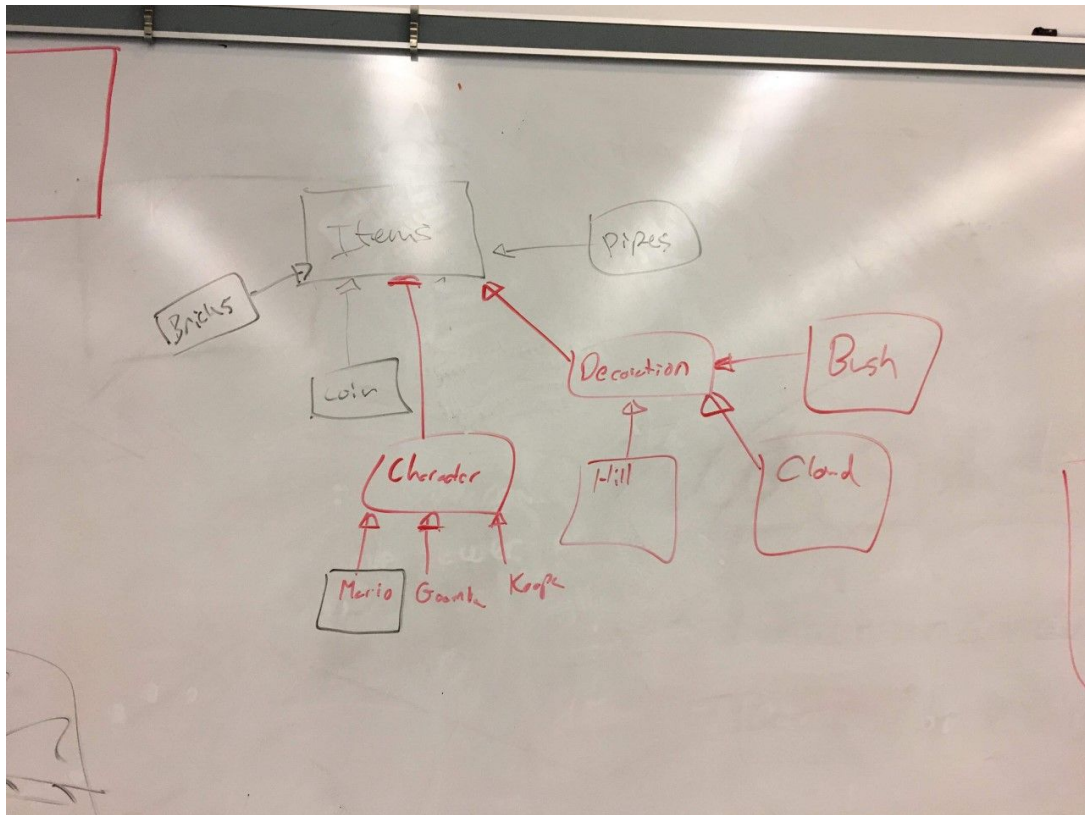
We are using the pygame library, and have not had any installation issues with it.

#### Current Status:

We have Mario, a goomba, the ground, and clouds showing on a frame. We have also implemented movement (left/right and jumping) as well as interaction between Mario and the Goomba. An image of the frame is shown below.



### Class Diagram:



Additional Classes Not Pictured for Clarity: Model, Controller, View, Frame

### Implementation Plan:

Remaining things to add: pipes, bricks in air, Mario dying, the ending (castle and flag)

Things to adjust: proper rectangle alignment

Division of labor: We will work together using paired programming to implement most (if not all) of these features, doing only minor debugging alone. This also minimizes merge conflicts.

### Timeline:

By Wednesday 3/27 - fix rectangle alignment, add pipes, Mario dying, and the ending.

By Friday 3/30 - finish project.