

Project 4 Proposal

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Software Design

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Main Idea: Build a parody of Super Mario World 1-1

Objects to create:

- Mario (several states)
- Hills
- Bushes
- Clouds
- Bricks (on ground)
- Bricks (in air)
- Mystery Boxes
- Pipes
- Coins
- Goombas
- Koopas
- Pyramids??
- End Flag
- End Castle

MVP:

- Working version with no background decorations, just small Mario

Stretch Goals:

- Add separate paths for pipes
- Add fireballs and more states for Mario

Learning Goals:

- Gain familiarity with PyGame
- Gain familiarity with classes in Python
- Flesh out a Model View Controller
- Have fun!

Libraries we plan to use:

- PyGame
- Others will probably come up

By Friday:

- Have some controllable graphical output

By Tuesday:

- Aim to have MVP Done (Maybe with smaller map)

Biggest Risk:

- Not having a weekend to work on the project (time)

Strategy:

- Start early, make progress every day