Super Mario Bros Storytelling

Assessment Part 1 Design

C++

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Synopsis

I. ***A main objective & playing instructions***

I'm sure most of you have played Super Mario Bros at least once in your life.
As you know, the main objective of Super Mario is to save the princess from the evil King Bowser Koopa.
Here is a brief story of the Nintendo game.
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We first see Mario in the arcade game "Donkey Kong" as "Jumpman" (1981).
One year later, in 1982, we see Jumpman in "Donkey Kong Junior" and the character is renamed Mario, and this is the only time where Jumpman (Mario) is the antagonist of the game.
Finally, in 1983 the saga of Mario Bros began.
Mario and his brother Luigi are plumbers in Brooklyn, New York; they protect the City from various creatures.
We don't really know how, but later Mario will find the Mushroom Kingdom of Princess Toadstool (renamed Peach just later in the years).
Here the evil King Koopa (Bowser) will kidnap the Princess and take the control of the kingdom.
To save Princess Toadstool, Mario conquers the eight worlds of the Mushroom Kingdom by going to the castle in each world to defeat a minion of King Koopa.
To reach each castle of the king, Mario travels across eight worlds to restore order to the Mushroom Kingdom and to rescue Princess.
Finally, as a thank-you for rescuing her, the princess grants Mario with a kiss on the cheek.

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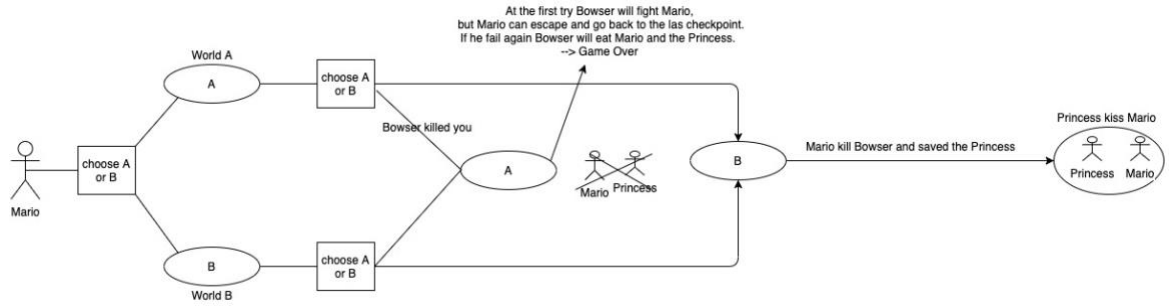
In this case, this is a Storyteller game, so the story has different ends, and you choose those ends. ***HOW TO PLAY?***
Basically, at the start of the game, you will have a choice of where you want Mario to go, left or right (A or B).
'A' will take Mario to one place and 'B' in another place with different story and so on.
To make it easier I drew a little diagram for you of the idea of this storyteller game.



II. ***A reward for fulfilling the objective***

At stage 2, the player will have two options; A or B. 'B' is the one that saves the princess.
If you guess that at the first try, the princess will give Mario a kiss on the mouth, if not (so on your second and last try) just a kiss on the chicks. (too late Mario sorry).

III. A consequence for falling the objective

If even at the second try the user inputs A, the evil King Bowser will eat Mario and the Princess.
"Game Over"

IV. A challenge for the players

The only challenge for the player is decision-making to select the letter A or B. It's pretty easy, it's just a funny story where you can decide the end of the Kingdom.

V. Reasons for development

I chose Mario Bros because it's my favourite game ever. (together with Zelda)
I think Mario Bros is timeless.
I wanted to develop the real game but obviously is very difficult, and in C++ even more so.
So I chose a simple funny storytelling of Mario Bros, where at the same time i could improve my skills on classes and functions of C++.

VI. GUI

I will use as welcome screen this:

Instruction screen:

```
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@@@                                                                                                         @@@
@@@                         1. Use 'A/a' or 'B/b' to play                                                   @@@
@@@                         2. You have two tries to get the right answer                                   @@@
@@@                         3. If you die in battle, just press again A or B to try again                   @@@
@@@                         4. To play again, after the game over, run again the program                    @@@
@@@                                                                                                         @@@
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```

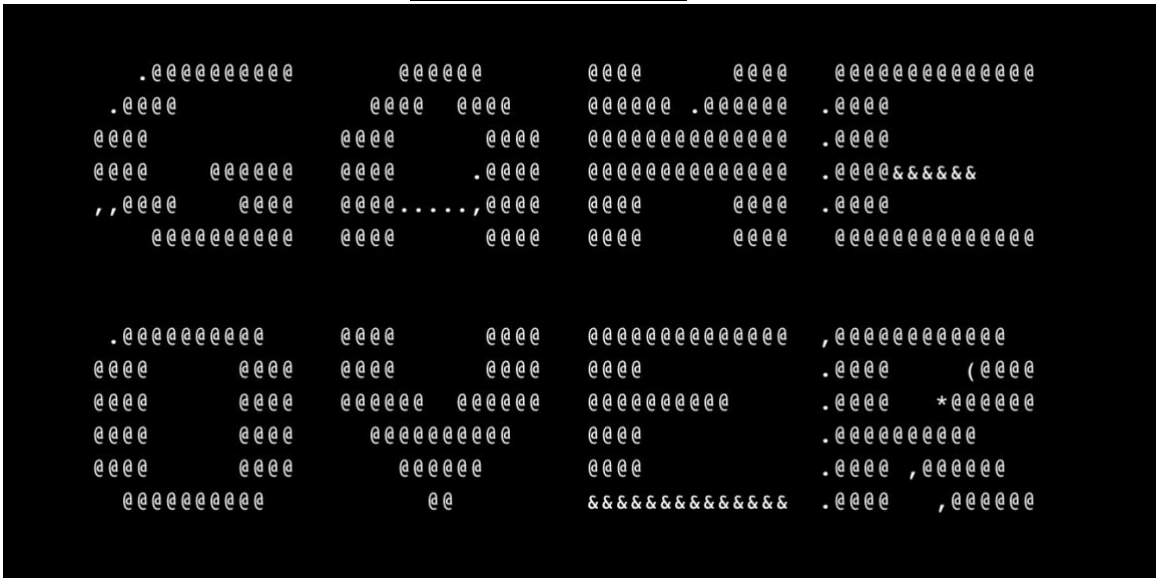
Main Screen game:

```
-------------------You need to save the Princess Mario!----------------
-------------------Which direction would you like to go?---------------
-----------------------------World A Or B ?----------------------------

-------------------------------USER CHOSE-------------------------------
-----------------------------------B-----------------------------------
```

```
---Oh careful you are in battle vs the Evil King Bowser! Will Mario defeat the kingdom?---
-------------Which direction would you like to go? A to left, B to right?----------------
----------------------------------------USER CHOSE----------------------------------------
-------------------------------------------A-------------------------------------------
```

Result Screen:



Or another example

VII. ***CLASSES***

- Class GUI
  instructionGui – display all the instructions for the user
  dispalyAscii- display ascii arts

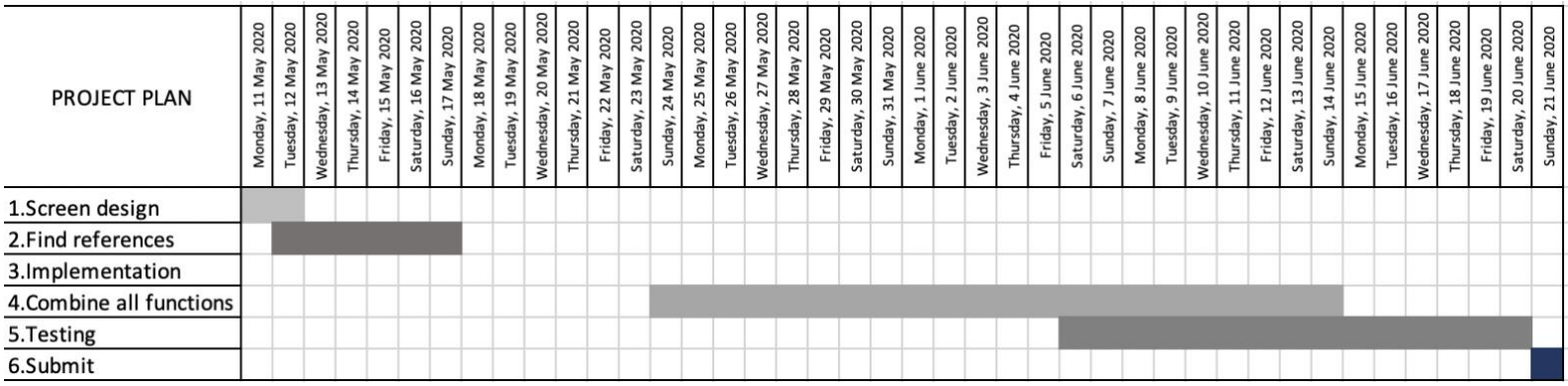
- Class StoryLine

storyLine- display main story
showChoices - display choices for user
decision – the decision the user has to make to pass to next step
getChoices – accept user choice

- Class DecisionChoice

userChoice- each letter will represent a choice
storyChoice- choice content
storyNode-next story node will associate with the choice

VIII. ***PROJECT PLAN***



IX. ***MILESTONES***

- 11/05/2020 – Searching design display screen
- 12/05/2020 – Finding references and sources
- 11/05-21/06/2020- Implementation
- 24/05/2020-Combine functions
- 06/06/2020-Testing
- 21/06/2020-Submit Game