Super Mario Bros

Arcade Aenger

Xin Guan, Rong Hu, Tao Peng, Yihe Yang, Tianxin Yue, Yanran Zeng

Super Mario Bros – Remake on PC

Ready to jump, stomp, and slide your way through the **Mushroom Kingdom?**

Engaging Gameplay -

Tricky obstacles &

Treacherous enemies &

Secret power-ups

Reliable Performance -

Stable FPS & Quick Response

Share with Friends & Family -

Share the Git -> Download-> Have fun

Flexible Render System -

You can build your own world

Multiple Platforms -

Play on Windows, MacOS, Linux

Gameplay

Instructions:

Use arrows keys [↑→ ←] to control Mario move left, right or jump. To jump

higher hold the key [↑]. Use **Shift** to sprint.

Rule:
1. If Mario hit mushroom, he will grow bigger.
2. If Mario hit star, he will have the ability to tackle goomba.
3. If Mario is hit by goomba, he will die unless he is in the Big State. If he is hit in Big State, he will shrink to normal size.
4. If Mario jumps on Goomba, Goomba will die.

Credits

Control Layer	**Guan Xin, Yihe Yang**
Mario	**Rong Hu, Tao Peng**
NPCs & Architecture	**Yanran Zeng, Tianxin Yue**
Rendering Modules	**Guan Xin**

Thank You!