

Super Princess Peach

Super Princess Peach is a series of mini games in which the user must help Princess Peach save Mario.

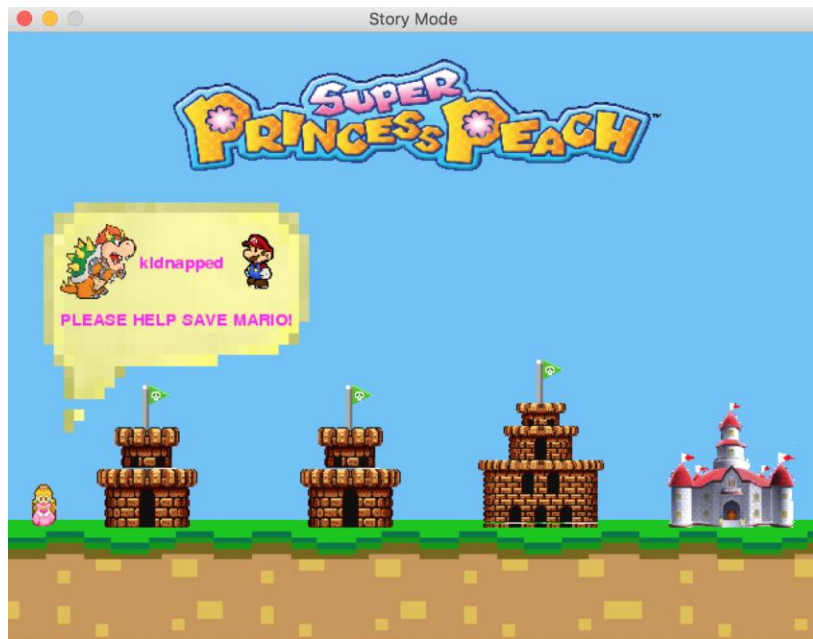
I. Main Menu Screen

Welcomes the user to the game and allows the user to choose if they want to play Story Mode, Mini Game Mode, or quit. The user can press “S” to play Story Mode, “M” for Mini Game Mode, or “Q” to quit the program.

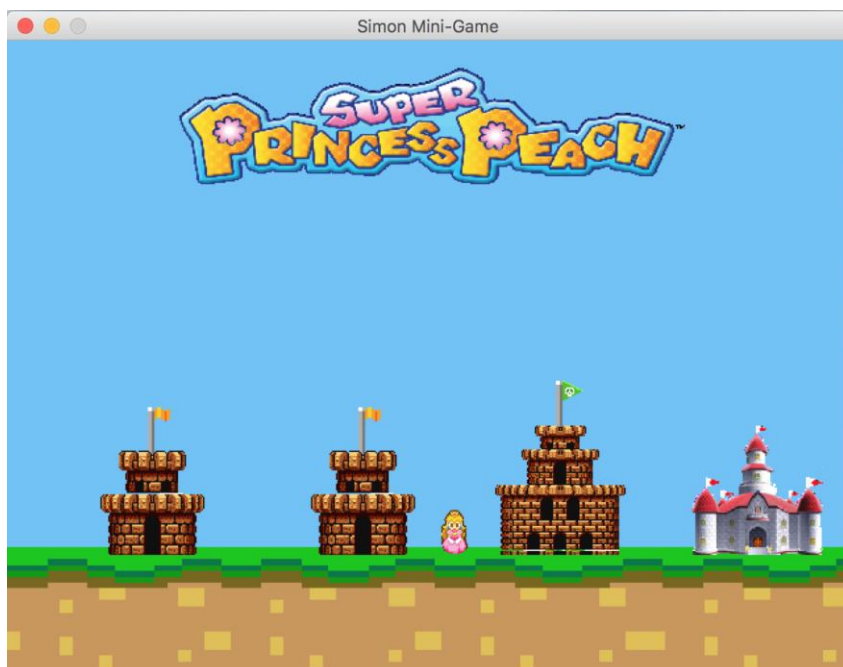


II. Story Mode Home Screen

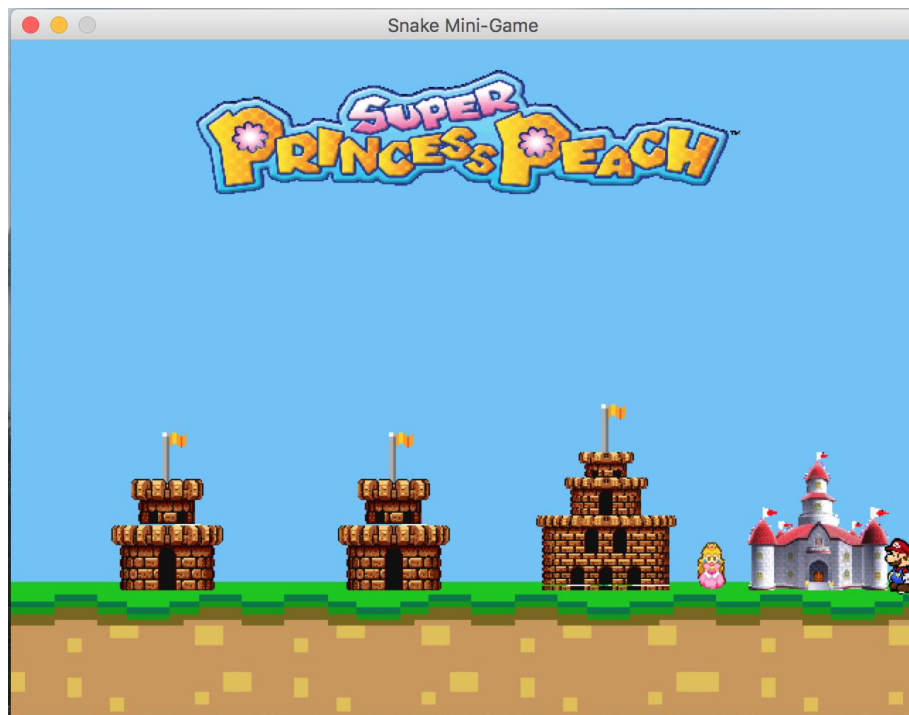
When the game begins, the user is brought to the main world with Princess Peach along with 4 castles. Each castle represents a different word/mini game. The game begins with Mario kidnapped by Bowser. Princess Peach must save Mario by completing all of the games. The user is able to use the right arrow key to move Princess Peach along her journey to saving Mario. As she passes over each castle she enters a new world. Each world consists of a mini game that the user must complete in order to move forward in the game.



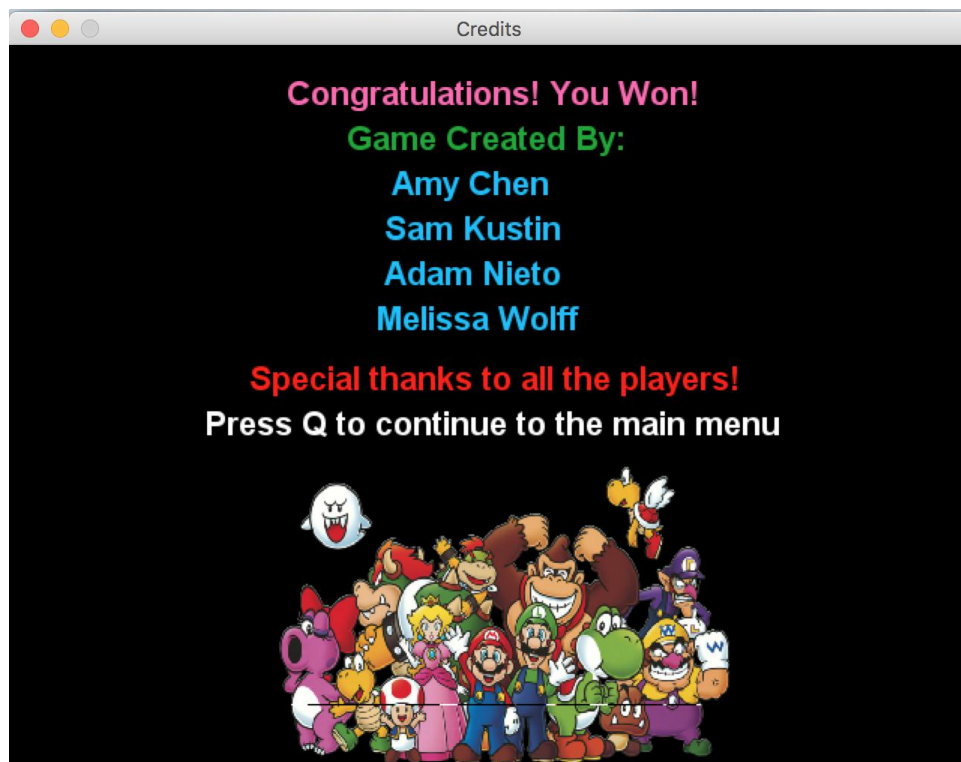
When Princess Peach completes a mini Game the flag of the castle that contained the mini game changes color from green to yellow indicating its completion.



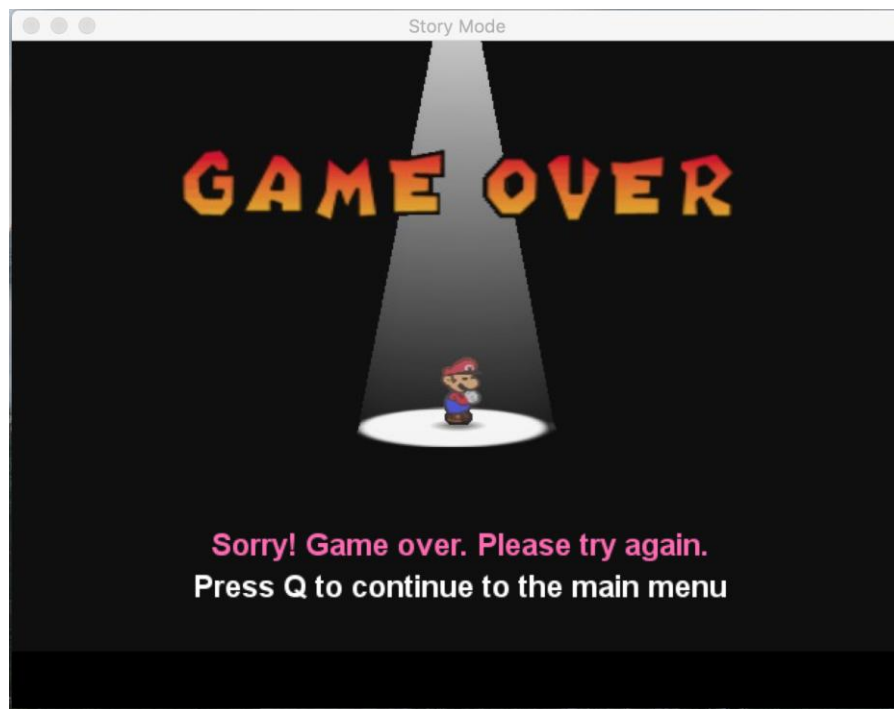
When Princess Peach completes all the castles, she will successfully save Mario and all of the flags will change color from green to yellow. Mario will appear.



Once Princess Peach passes over the final castle, the credits screen appears, congratulating the user. The user can then choose to return to the main menu by pushing "Q".

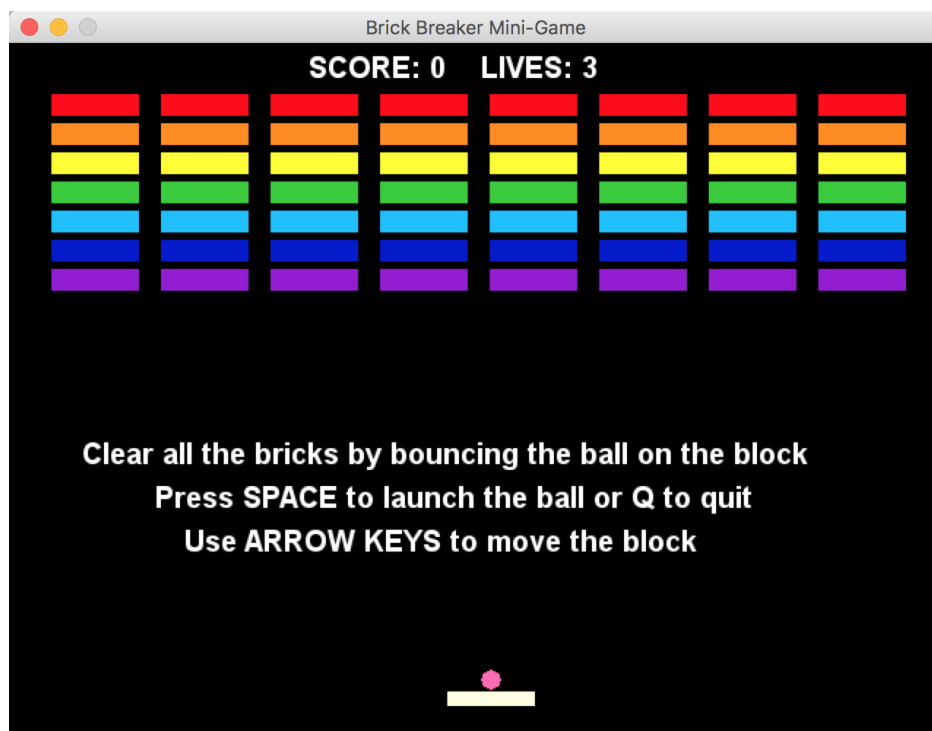


If Princess Peach is unsuccessful in completing a game or if the user quits, the user loses the game and the game over screen appears. The user can then return to the main menu by pressing “Q”.



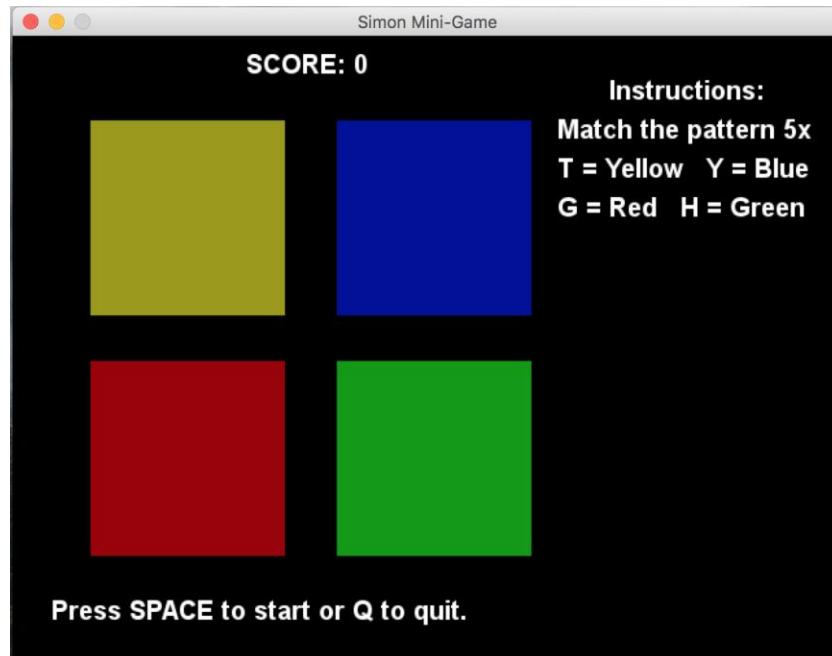
III. Brick Breaker Screen

As Princess Peach enters the first castle, the user is brought to the first mini game, “Brick Breaker”. The user must use the right and left arrow keys to move the paddle and the space bar to launch the ball. Once all the bricks are hit, the game is completed and the user may continue to the next game. The user gets 3 lives to attempt to complete the game and if the game is not completed they can quit the game or try again.



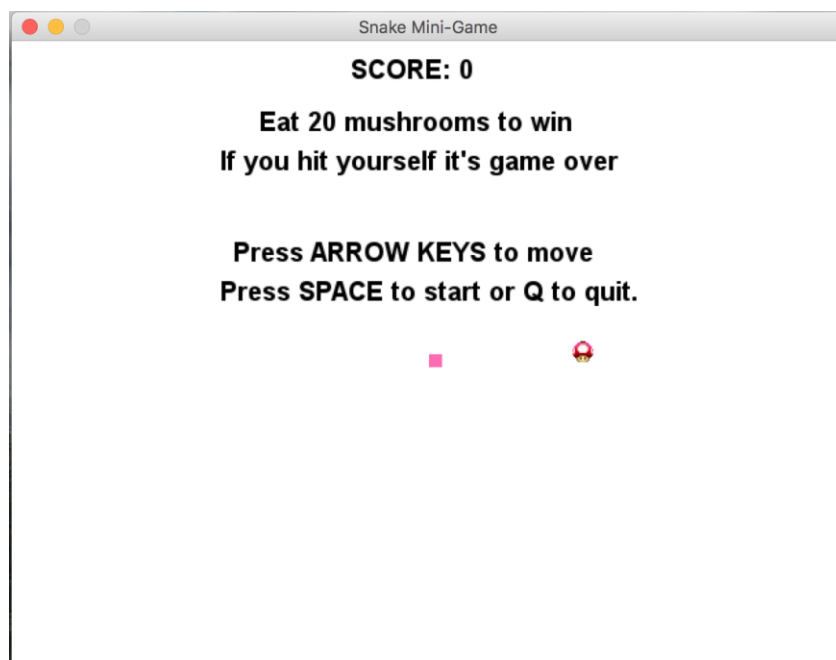
IV. Simon Screen

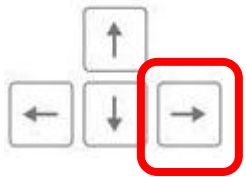
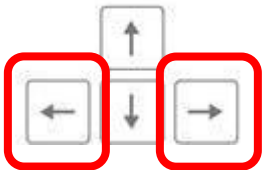

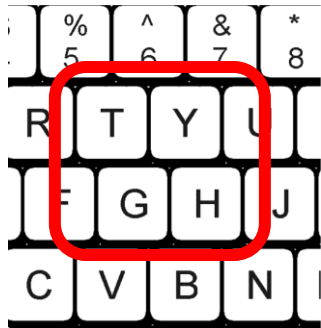
The second mini game is “Simon”. The user must memorize the pattern that appears and press the corresponding buttons. Each time the game runs, another color is added to the pattern. If the player gets 5 in a row correct, the user can proceed with the next mini game.

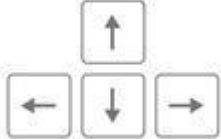


V. Snake Screen

The final mini game is called “Snake”. The user must use the arrow keys to move the snake in order to eat the mushrooms. Each time the snake eats the mushroom, the score increases and the snake grows in length. When the snake moves off the edge of the screen it reappears on the opposite side. To lose the game, the snake has to hit itself. When the user’s score reaches 20, the game is completed.



Screen/Game	Instructions	Keys
Home Screen	<ol style="list-style-type: none"> 1. Use the arrow keys to move Princess Peach 2. Move over each castle to enter to play mini game 	<p>Right Arrow Key:</p> 
Brick Breaker Screen	<ol style="list-style-type: none"> 1. Press space bar to launch the ball into the air 2. Move the paddle using the right and left arrow keys to keep the ball in the air 3. Hit all bricks to win the game <p>Goal: Remove all bricks</p>	<p>Right and Left Arrow Keys to Move Paddle:</p>  <p>Space Bar to Launch Ball:</p> 
Simon	<ol style="list-style-type: none"> 1. The colors of the blocks will flash 2. Press the key of the corresponding color that appears 3. The pattern increases by one after each completion of the pattern <p>Goal: Memorize the pattern and get 5 in a row correct</p>	<p> 'T' = Yellow 'Y' = Blue 'G' = Red 'H' = Green </p> 

Snake	<ol style="list-style-type: none">1. Use arrow keys to move the snake2. Move the snake over the mushroom to eat it and grow in length3. The snake cannot hit itself <p>Goal: Score 20 points</p>	Arrow Keys to Move Snake: 
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