My Mario Game

Characters (PCs and NPCs)

My PC character will act like Mario, but his design will be a Spanish adventurer with the Spanish Empire’s cross as his head with him adventuring into an unknown place called “El Dorado” a city full of gold and gold relics guarded by tribe’s people.

My NPCs are going to be characters who are enemies who you can’t speak to and will try to harm you from getting to your goal which is to find the el dorado. They will look like the Aztecs tribe’s people from the 13th and 14th centuries.

Story

The story would be you are an adventurer trying to find adventure and wealth by trying to go to El Dorado to find the new world in Columbia while trying to avoid capture.

Goals

The is goal is that you should go to the end to find El Dorado without getting captured by the enemies and avoid getting lost along the way so you can complete the game.

Rules

You only have three lives (in alpha version) and can only jump on platforms and not in plain mid-air just like Mario and some enemies can be killed in different ways.

Chance vs Skill

The game would be based on skill as enemies aren’t random as they would be in other games.

Feedback

There will be sound-effects in the game to tell the player if they took damage from an enemy, jumped up or did something good like get a coin.