Dec 10, 2022
Game Dev

Mario Game Overview

student's name
teacher's name

Game items

Assets

Images:

- breaks.png
- goomba.png
- goomba_dead.png
- ground.png
- mario_dead.png
- mario_jump_l.png
- mario_jump_r.png
- mario_moves.png
- mario_stay_l.png
- mario_stay_r.png
- mario_walk_l.png
- mario_walk_r.png

Sounds:

- theme.mp3
- jump.wav
- kick.wav

Font:

- mario_font.ttf

Classes

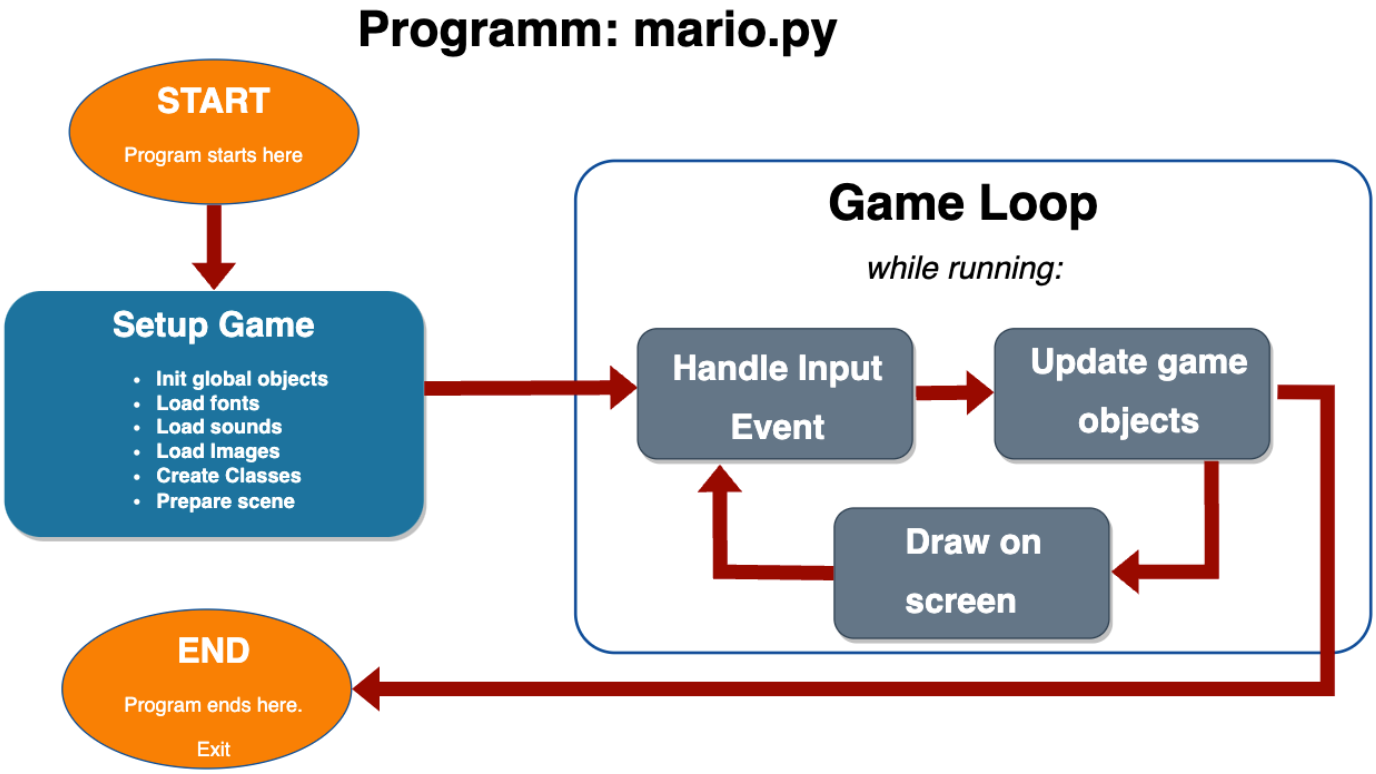
- SpriteFile
- Sprite
- SpriteDirection
- SpriteMoves
- Entity
- Player
- Goomba

Objects

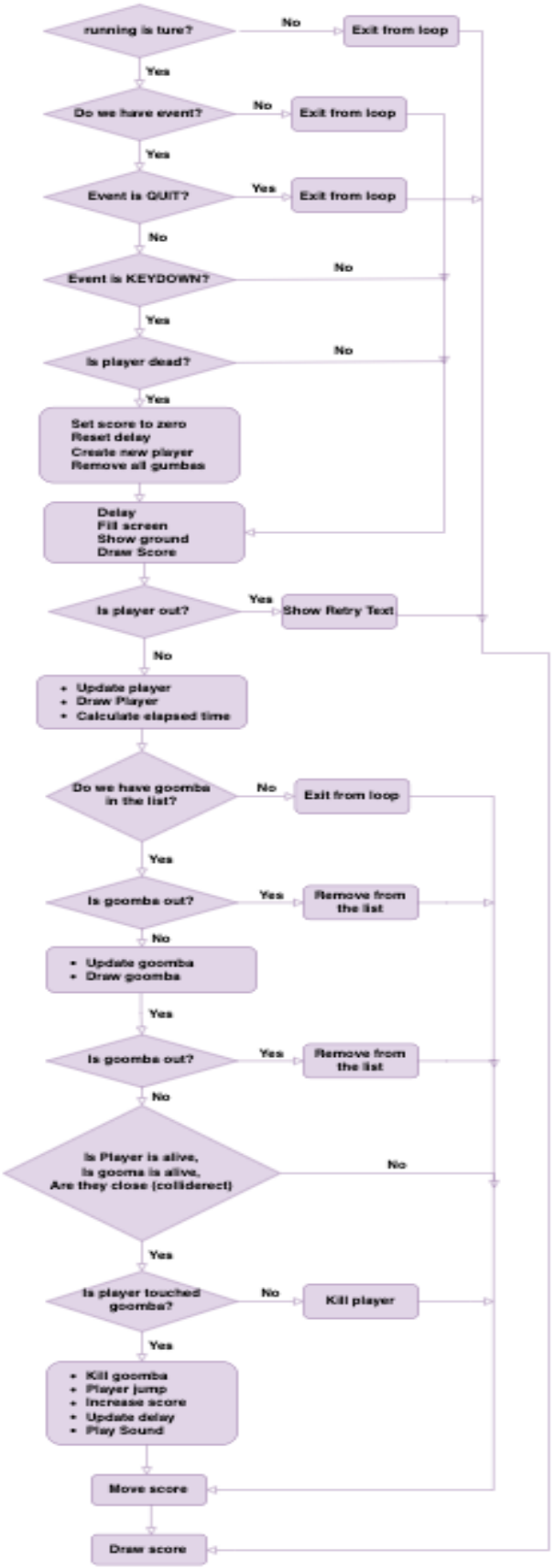
- clock [Clock]
- font_large [SysFont]
- font_small [SysFont]
- mario_moves [SpriteFile]
- player_image [SpriteMoves]
- enemy_image [SpriteMoves]
- player_image [SpriteMoves]
- player [Player]
- goomba [Goomba]
- kickSound [Sound]
- themeSound [Sound]

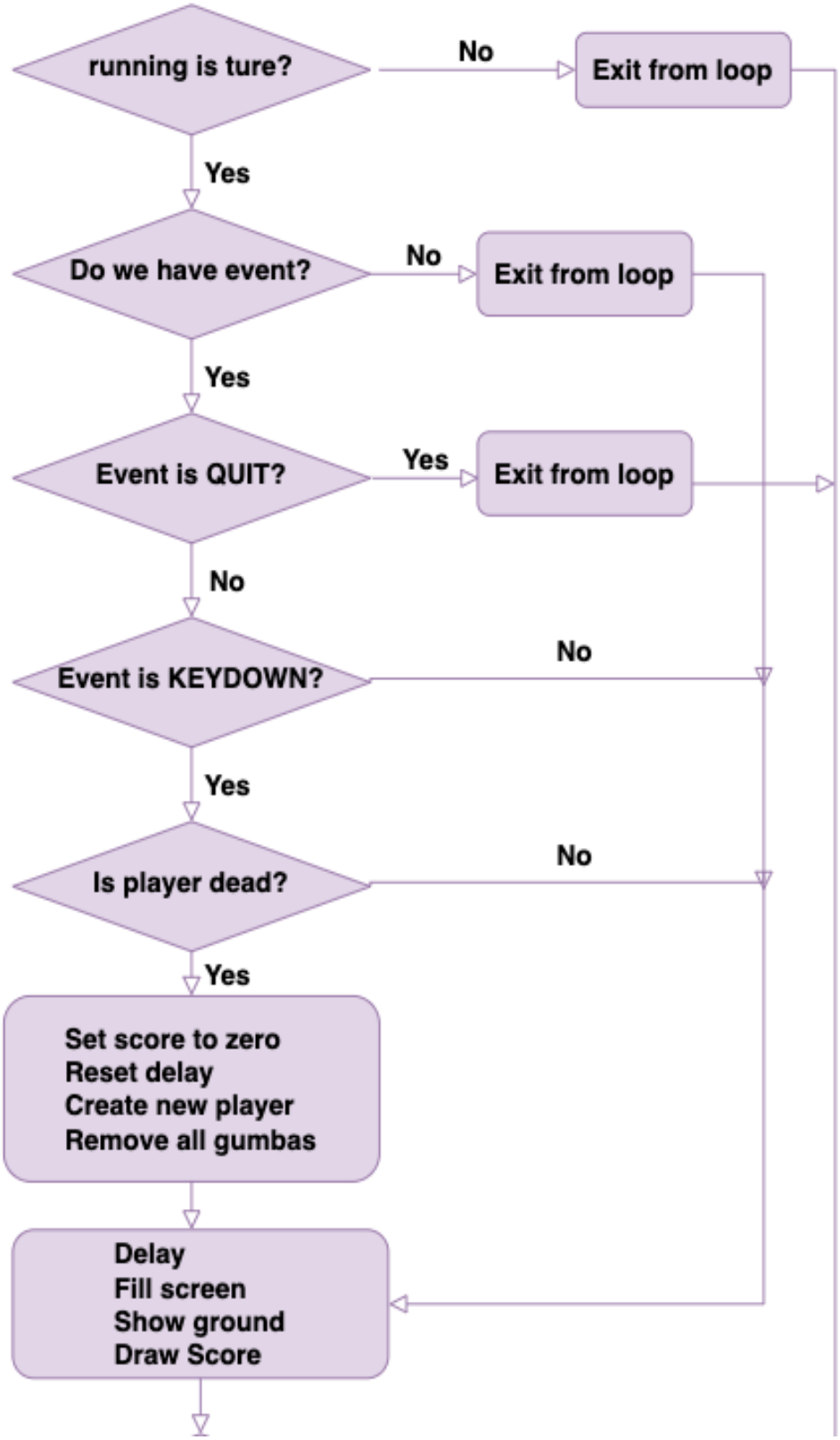
Note: object [Class]

Game structure



Game Loop


running is ture?
No
Exit from loop
Yes
Do we have event?
No
Exit from loop
Yes
Event is QUIT?
Yes
Exit from loop
No
Event is KEYDOWN?
No
Yes
Is player dead?
No
Yes
Set score to zero
Reset delay
Create new player
Remove all gumbas
Delay
Fill screen
Show ground
Draw Score
Is player out?
Yes
Show Retry Text
No
Update player
Draw Player
Calculate elapsed time
Do we have goomba in the list?
No
Exit from loop
Yes
Is goomba out?
Yes
Remove from the list
No
Update goomba
Draw goomba
Yes
Is goomba out?
Yes
Remove from the list
No
Is Player is alive,
Is gooma is alive,
Are they close (collidered)
No
Yes
Is player touched goomba?
No
Kill player
Yes
Kill goomba
Player jump
Increase score
Update delay
Play Sound
Move score
Draw score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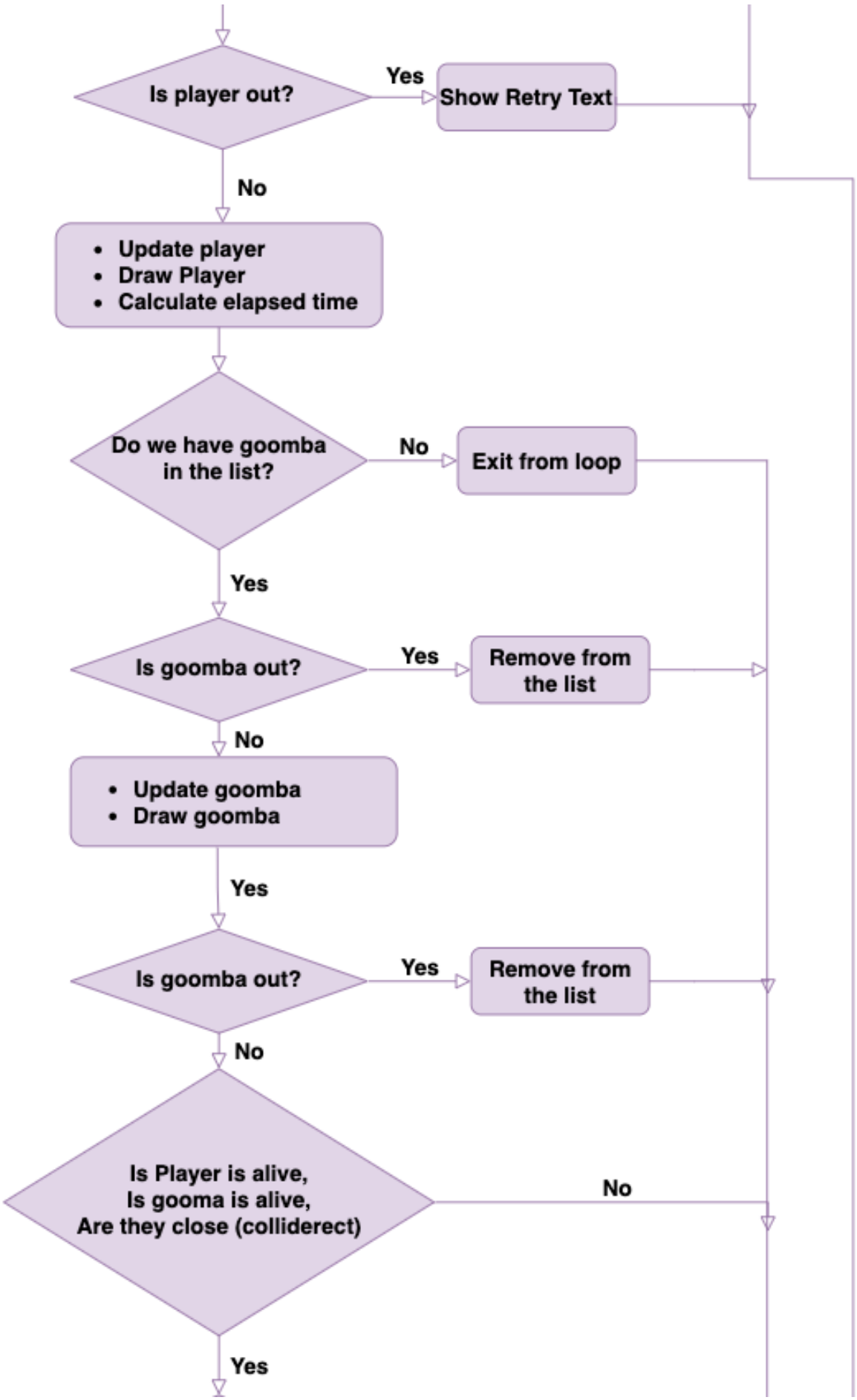
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Is gooma is alive,
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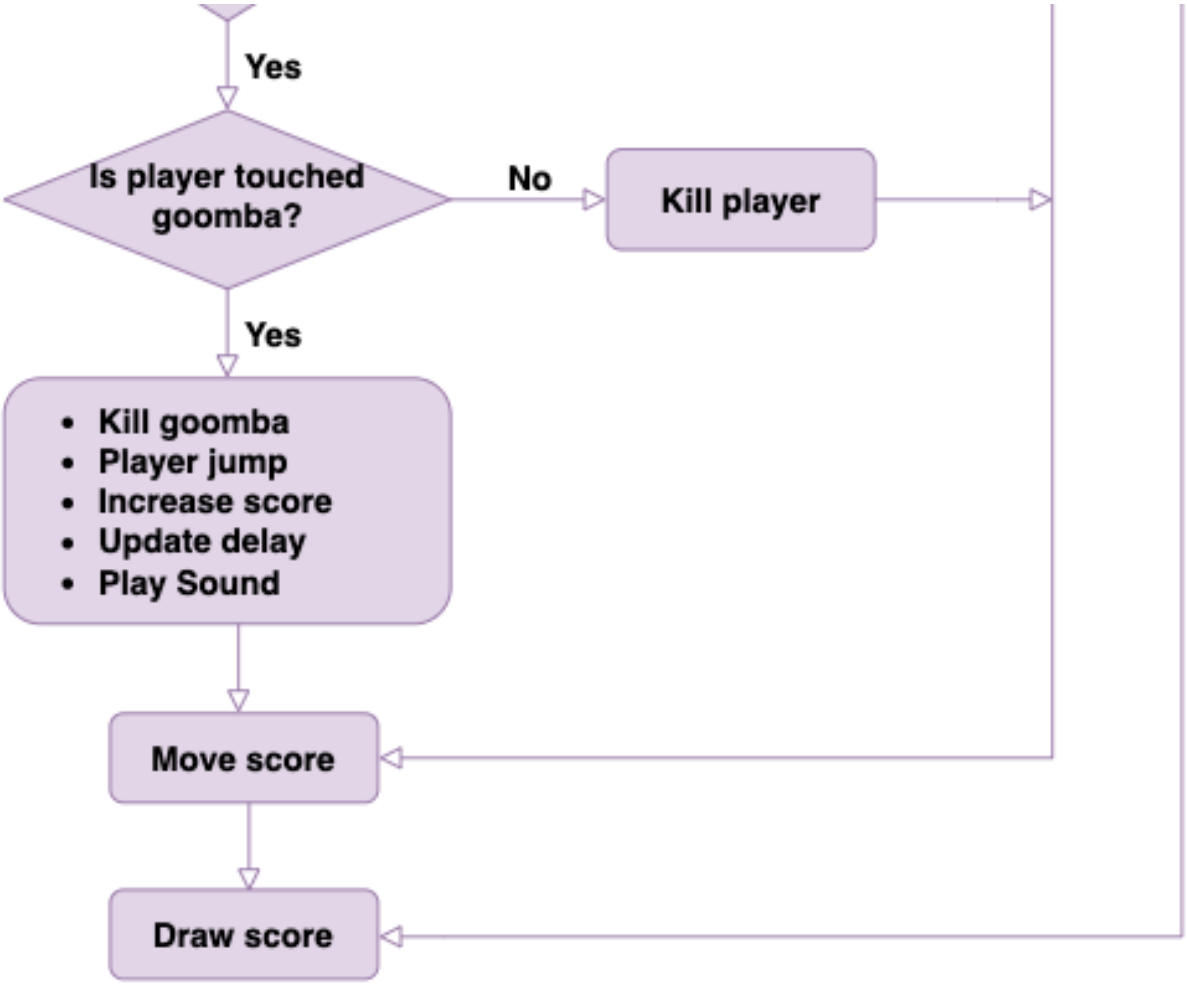
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Is player touched goomba?
No
Kill player
Yes
Kill goomba
Player jump
Increase score
Update delay
Play Sound
Move score
Draw score