Final Project Proposal

1. Platforming game similar to Super Mario
   * Project Name: Super Luigi Bros.
2. The purpose of this product is to make a platforming game similar to Super Mario Brothers that people can download off the internet. I don’t think we’ll actually post it, but if we do, it would likely be free.
3. The game will not be exactly like Super Mario, but there are other Mario clones out on the internet such as Cat Mario, Unfair Mario, etc. Thus, this project is not entirely original, but we will make our own levels and maybe some unique power-ups.
4. Audience/Stakeholders: If we were to post the game online, the stakeholders would basically be anyone interested in downloading it. However, the main audience for this case will likely just be classmates.
5. Strengths, reliability, scalability, security: The game will use old style graphics, so it should run quickly. Since we are going to use PyGame to develop the game, it should be pretty easy to add more features as we go. Security is not much of a factor since we will likely not be sharing it on the internet.
6. Functional/Non-Functional Requirements:
   * Functional – Character should be able to move left and right, jump, stomp enemies, go through pipes, use power-ups (such as mushrooms, fire flowers, etc.), respawn at start of level or checkpoint upon death, and the game should restart once extra lives are depleted, all of the required buttons programmed, option to pause the game, etc.
   * Non-Functional - Due by December 4th, levels should load quickly, subsequent level should unlock upon completion of the previous level, opening and playing the game needs to be simple, etc.
7. Scope:
   * Core Functionality – Get the game running and playable with one or two levels at first. Make sure the movement and enemies work properly first.
   * Nice to haves – It would be nice to create a bunch of levels and make some unique power-ups other than the ones straight from Mario.
8. Preliminary Development Schedule: Oct. 23 – 27: Figure out PyGame and try to get the basics running.