**Project Title:** Recreate a classic arcade game

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**Abstract.**

The Arcade has been called the grandfather of modern video-gaming. The influence of arcade games can be seen even on modern games. The video-game market has been growing rapidly and is projected to continue growing. This had encouraged me to to recreate the classic side-scrolling Super Mario Bros experience with my own twist on the formula.

My project goals have been to create a Mario game with light RPG-elements such as friendly NPCs, a text based story narrative and a basic inventory system. My focus has been on having a working game with collisions, enemy AI agents and other dynamic world features such as unlockable doors. I aim to have it be playable on Windows and Android platforms. For Android I aim to have the game published on the Android Google app store in the future. To create this game I had utilised mainly the LibGDX Java game development framework based on OpenGL using the Android Studio IDE. I had used TMX tiled-maps for the creation of my game levels. Furthermore I intend to add an online SQL based high-score system for the game to allow the players to compare their score to others. Additionally I had added a wide range of animations and SFX into the game to give the game a more professional feel to it.

For the final release I intend to have 2 game modes, a 'campaign-mode' with 3 levels and an endless more arcade survival mode with a procedurally generated infinite world.