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HW 03

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We will implement state methods in the following ways:

Standing: move() - move function let’s the character move left or right based on users input

duck() – ducks the Mario and changes the state to

Ducking

stand() – Mario doesn’t do any actions

jump() – Mario will jump and changes the state to jumping.

Ducking: move() – mario will move

duck() – no actions. As Mario will be in ducking state.

stand() – Mario will stand and changes the state to standing

jump() – no action. And state will not be changed.

Jumping: move() – mario will move as he is moving based on the input.

duck() – no actions. As Mario will be in jumping state. No state changes.

stand() – Mario will be in stand position and changes the state to standing

jump() – no action. And state will not be changed.