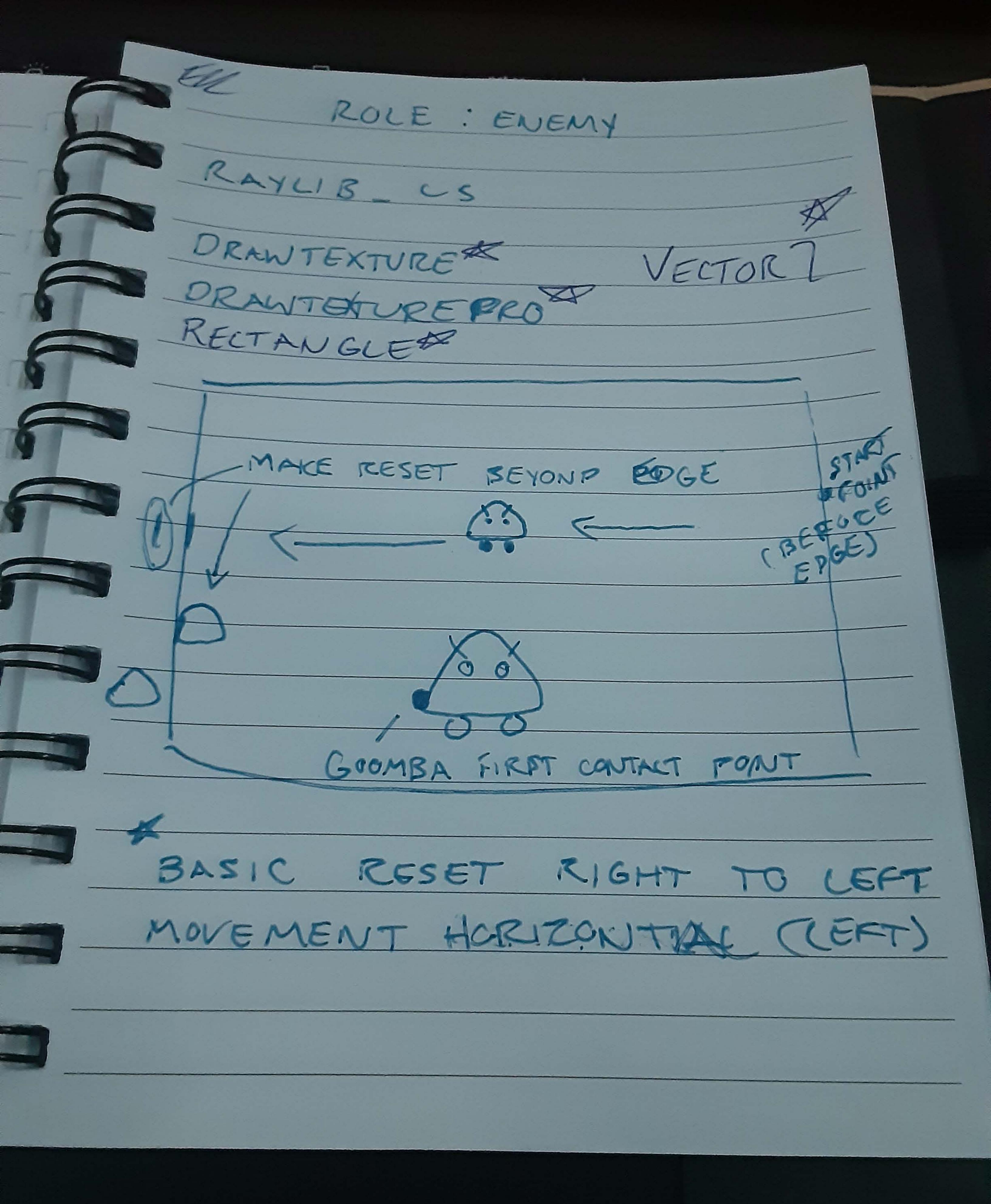
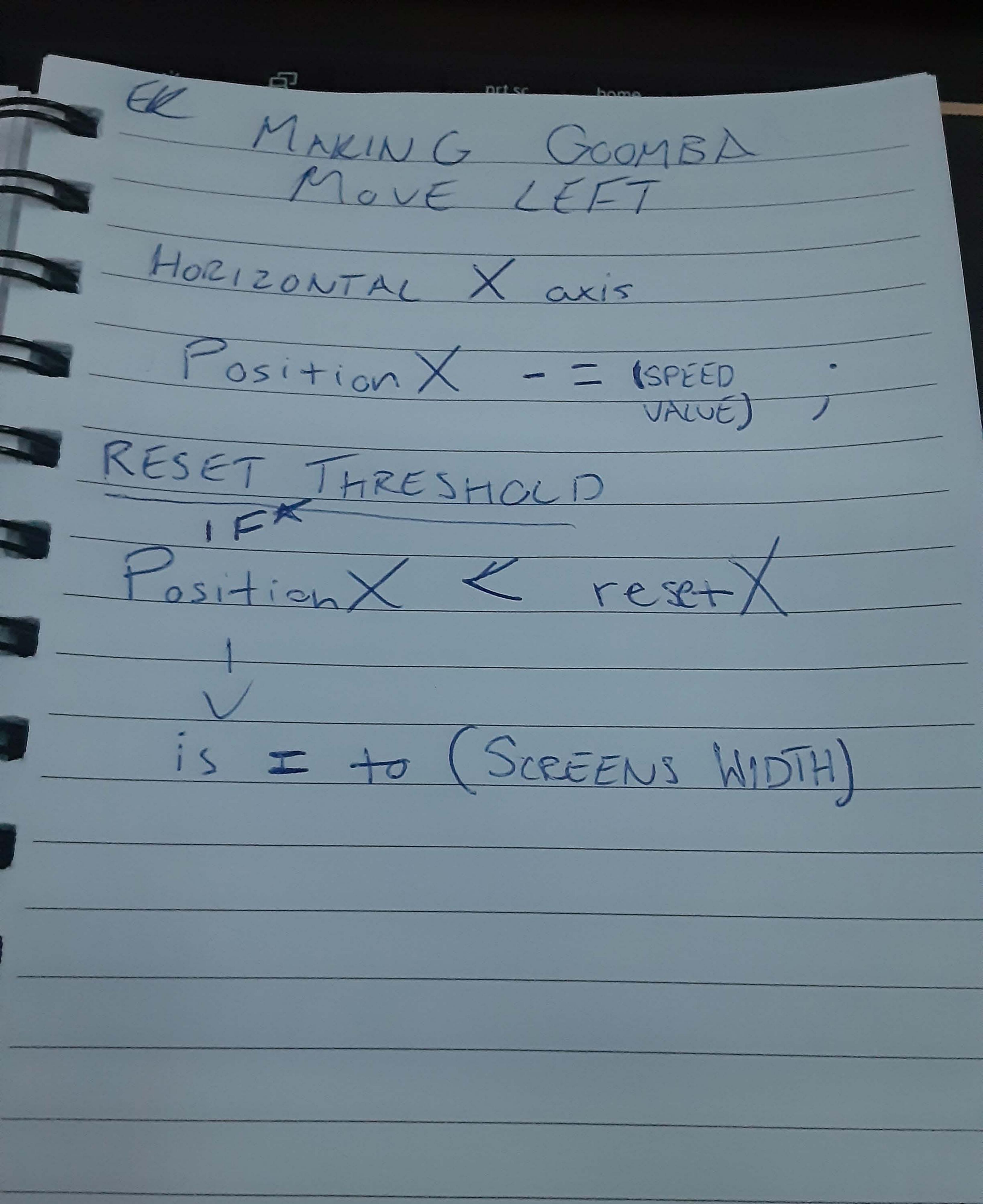
Collab Assignmen (SUPER MARIO) Not Super Maria SUPERNOTANARIO MEMBERS : JONAH CASS NICO PROUP ROLES: GIT REPOSITORY LEVEL JONAH - CHARACTER (MARIO) EFHAN - ENEMY - GOOMBA +

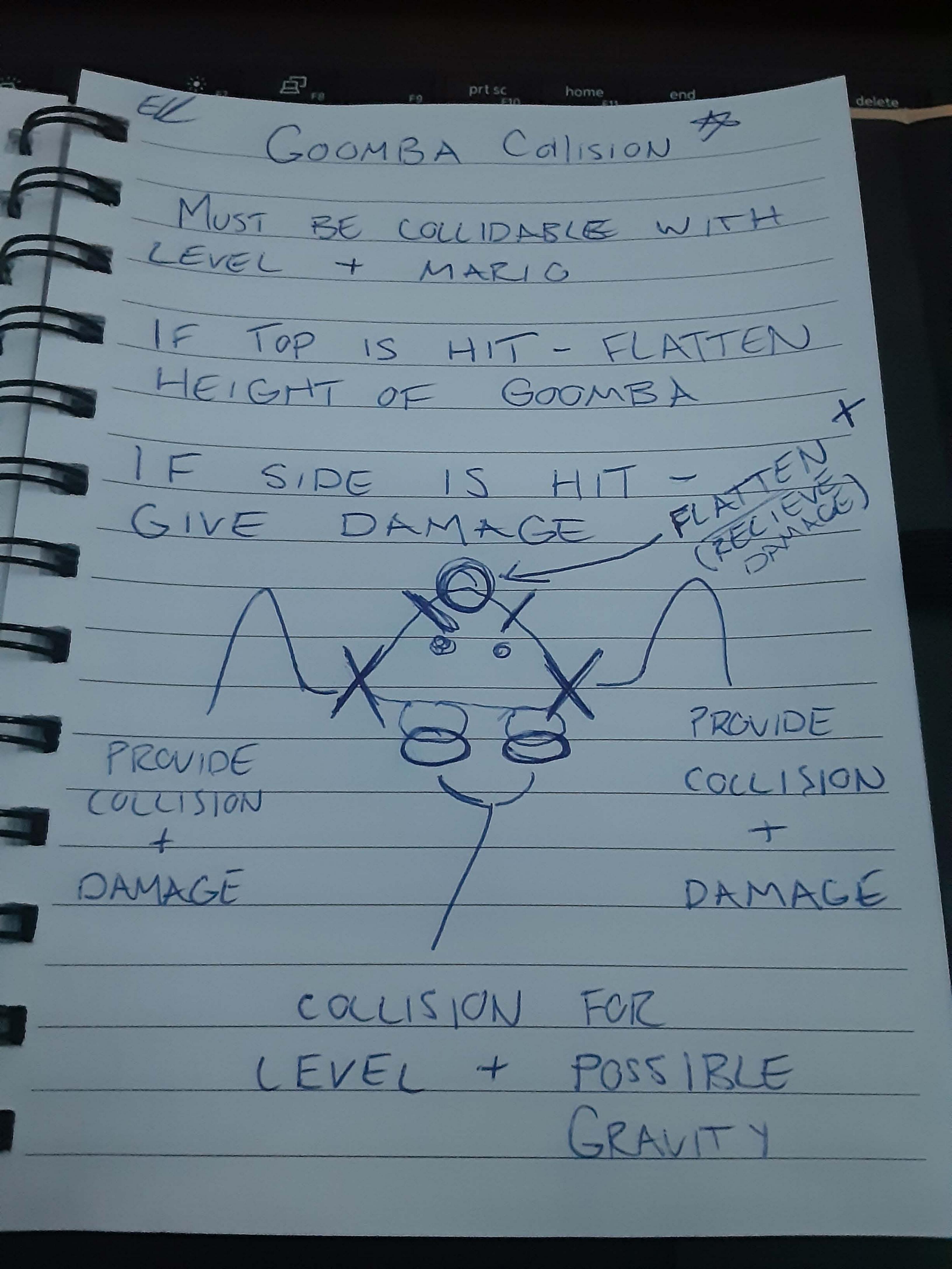


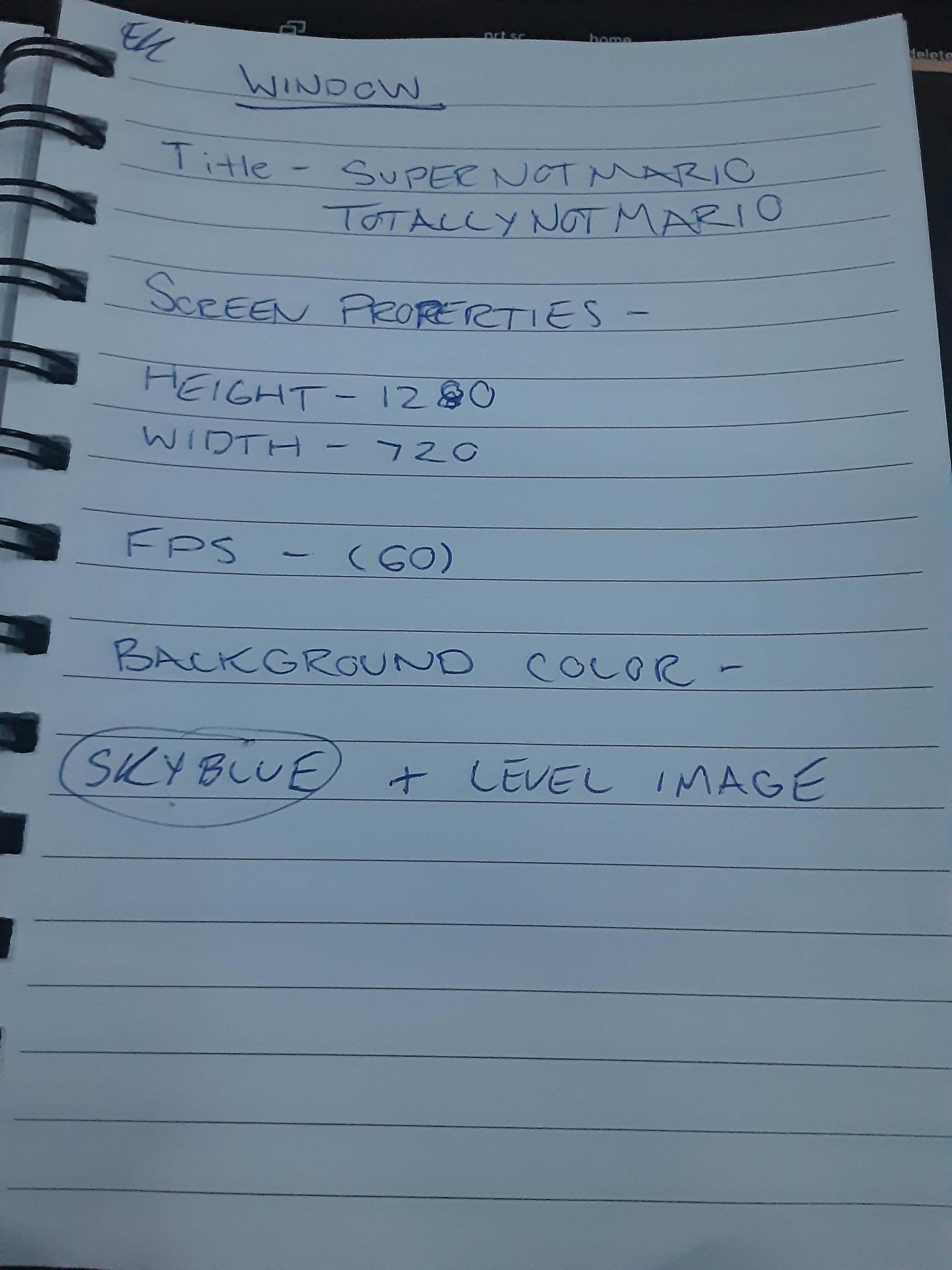
ENEMY ANIMATION INGLE SPRITE FLIP A RAPID BUT NOT TOO QUICLL MUST CREATE A VALUE FOR THE SPEED/FREQUENCY OF THE FLIPPING

FIND FACE FOR ENEMY (-./../ [FILE]) WONT FIND FILE OTHERWISE LOAD TEXTURE 20 KTEXTURE ZD # 1 MAGE & COAD IMAGE S COADTEXTURE FROMIMAGE



MEEGING + CONFLICTS BEDELETED - (DUPLICATES, pare, OGICALLY COMBINE WORLE (VARIABLE NAMES BLACE PREXISTING CODE IN CORRECT SPOT MARK AS RESOLUED AFTER COMMIT THE MERCEE DODEDONER CODE





1 F CONDITIONS FLATTEN TEXTURE, MAKE SOUND, ETS.) IF GOOMBA HITS MARRIO GIVE DAMAGE (MARIO DAMAGE POINT EVERYWHERE BUT BOTTOF OF FEET) GRAVITY (.F STRE) IF NO COULIDABLE OBJECT BELOW CHARACTER, THEY FALL YNTIL NEXT COLLID ABLE FOINT IF SIDE OF GOOMBH HITS WHLL GOOMBA SWITCHES DIRECTIONS: IF GOOMBA GOES OCTSIDE FOSIM ON

MORE COLLISION COUSDERNIND COUNTRILE TOGGLE DIPELTION CHANGE WHEN GOOMBAS COULIFIE

BEANCHES

- MAIN - DEFORMET BEANEH

LEVEL - BRICKS, GROUND

CHARACTER - MARIO SPRITES

ENEMIES - GOOMBA (5)
PLANT IS MAYEE

AUDIO - MUSIC, ENEMY, MARIO, COIN, E+C.