

Title: SUPER MARIO.

Vision : In this game,we want to create a basic vision of the SuperMario game. we want the user can control Mario to run forward backward and jump,we want to create some enemies for him like mushrooms or tortoise.when Mario jump onto his enemies the enemies will die and if he touches the enemy he will die.we also want to make some blocks on the sky that Mario can jump onto.Music is one of our expectations too.There might be three or four levels in this game.

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Auto-documenter: Javadoc.

Link to Source code documented as an HTML file in VCS:

<https://github.com/dowa4431/SuperMario/blob/master/doc/index.html>