

Title: SUPER MARIO.

Who: WENJIN ZHANG, TIANFANG WANG, DONGYAO WANG.

Methodologies: WaterFall, Pair programming, Peer code reviews.

Project Tracker: <https://trello.com/b/8ZNNayhi/super-mario>

Project plan:

Business Requirements	User Requirements :	Functional Requirements	Non-Functional Requirements :
(BR01) This game should be done within this semester.(5)	(UR01) use the direction key on my keyboard to control Mario's Action.(8)	(FR01) Make Mario run forward and backward.(8)	(NFR02) The game should not have any loopholes that might interface the game.(8)
(BR01) This game should be attractive to people under 30 years old.(8)	(UR02) Open the game and play it directly.(5)	(FR02) Make Mario jump.(8)	(NFR03) The game should not require the user to install the game instead of play it directly.(5)
(BR01) customers could receive happiness from this game.(5)	(UR03) Close the game when I do not want to play it.(5)	(FR03) Make Mario jump on a enemy to kill it.(13)	
Add a card...	Add a card...	(FR04)There are ten stages in this game.	Add a card...
		Add a card...	

VCS:

<https://github.com/dowa4431/SuperMario.git>

Deployment:

<https://github.com/dowa4431/SuperMario/blob/master/Fianl%20Submission/Instrucition%20to%20play%20Mario.txt>

Changes from initial project proposal:

Compared to initial project proposal, The number of stages increases to 10.