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Title: SUPER MARIO.

Description: we want to make the game SUPER MARIO in which the user control a little man to fight against his enemy.

Vision statement: 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.

Motivation: SUPER MARIO is a very classical game and it involves many program characters.

Risk: This is the first time for all of the members in this team to create a complex program as a group.The language we are going to use is JAVA.We do no have a lot of experience working with the people on this team which might be a high risk.and many of us have never made a game before.

VCS: Git

VCS Link: https://github.com/dowa4431/SuperMario.git