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I used PyGame in order to create this game. I used sprite collisions in order to detect collisions between the Mario and the floor and the bricks and the question marks and the enemies. I also created variables called the acceleration and the speed change in order to calculate the jumping movement. For the animations, I switched between the pictures in order to create the movements. For the 4 sides to Mario colliding with the bricks and the question marks, I have to calculate the distance the sides are to the actual Mario. In addition, I also created variables so that the problem with the sides do not occur when Mario is on or below the bricks. I also used some switches in order to turn off the movements of Mario when eating the mushroom and making the Mario invulnerable. For the special traits like losing 2 lives when being crushed sometimes and lose all lives when falling in to the hole, I simply did not go and reset the y value for Mario. Also, I changed the y collision value when the small Mario is jumping all the way from the top to the bottom in order to kill the small Mario. For the unordered movements of the question marks, I simply did not turn the switch off unless there is a direct collision. I used the music feature in PyGame in order to add music.