Eugene Li

Project Proposal:

For this project, I will be making a multiplayer version of the Mario Game. I plan to do at most 2 levels of the Mario game. The goal is to replicate as much of the old game as possible, including the friction, the jumping movement, and the collision with the enemies. In order to achieve these goals, I will be using Pygame. The use of sprites will be a great tool to detect collisions and it will be easier to use the keys to play the game. In addition, socket will be implemented in order to have two different players compete with each other. The two players will have different windows with their own perspective. But, if they are in the same region on the map, both of them will appear in each other’s screen.