**Documentation**

Mario Jump Game (Group- “Bro Code”)

* **A basic game to play in free time.**

-> It is just a basic game which anyone can play in their free time. It can help them relax their mind at times.

* **Requirements**

-> In order to play this game all you need is just a Pc with installed web browser and a live internet connection in order to load the images as they are directly sourced from google images

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* **Technologies Used**

-> It is made using very basic things such as html for the index, css for the style file and javascript for the script file. Apart fromthis we used two audio files.

* **Project Description**

-> Mario Jump is a basic jump game in which you need to jump and move to avoid any collision form the mushroom. Once you collide with the mushroom and the game will be over.

1. We have use html to create the index file of this project the index file holds all the game components together.
2. Then we have used the css to create a stylesheet which manages all the images, backgrounds and also this is the place where we animated the obstacles.
3. In the script file we used Javascript. Through this file we implemented points calculator, audio files and reaction of the webpage to several inputs.
4. Then there are two audio files one serves as the background audio while other plays when the game gets over.

* **Scope**

-> Advancements can be made in the code to make it more smooth and fun to play. If given more time this game can be converted into a full fledged jump game with levels.

* **Challenges Faced**

-> While we were developing the project due to internet issues (basically university lan not working properly) the images and sound work became a lot harder rest everything went smoothly.

* **Conclusion**

-> We learned few more things about web development through this project it will surely help us in the near future as we have klearned to animate things on the web using the scripts.