

Unit 3 Graphing Calculator Project Plan

Submitted to:

Project Manager:

Date: May 1, {200x}

Project Overview Simpler Mario Game

Project Team Lucas - coder, Max - coder

Challenges figuring out how to add gravity, making the map scroll left and right when the player moves accordingly. Having obstacles like spikes interact with health. having certain buttons be constantly watched like w a s d and make movement accordingly.

Major Tasks and Schedule

Task	When	Responsible
creating the display		
adding health		
map scrolls left and right when player moves		
player moves left and right on "A" and "D" button presses		
add gravity		
add spike object that damages player		
figure out how to change ground height??		
handling when edge of map is reached		
having sprites that move with player, flip player model when moving left and right		
objects to heal player?		



add an end object that finishes the game like a flag or something		
acceleration???		

