

**Team Members:**

Although I discussed being in a group with some of my friends in the class, I think it will be a fun and rewarding experience to go on this adventure to work on the final alone.

**Game:**

The game I want to attempt to recreate is Super Mario Bros. I think this will be a lot of fun to do. I enjoy playing the classic Super Mario Bros. games so why not try to recreate one of them.

**Features:**

The game will feature:

- 1) A menu system
- 2) A 2d platform
- 3) Fun sounds, music
- 4) the ability to kill enemies by jumping on them
- 5) a scoring system
- 6) multiple enemies
- 7) power ups
- 8) scrolling as the user explores the world
- 9) I want to add a multiplayer experience using socket.io and node.js
- 10) animation and particle effects when blocks are destroyed
- 11) high scores to the server
- 12) I want to attempt to do procedural generation of blocks and platforms to jump on and what not.

There are many features I'm sure I'll run into along the way but these are the basics that I believe I can accomplish but we'll see.

**Recommendations:**

I think it would be cool if at the end of the class there was a way to try out everyone's game and vote on the top 3 or something. We don't need to know where everyone's game ranked but the top few would be fun.