Mend It Mario

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User Manual

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The Story

There once was a creature, a peaceful creature, named Bowser who lived happily in solitude in his forest. One day, many people started to trespass onto his forest and urbanized the forest by creating a building. Bowser, who had never felt the emotion of anger in his life before, all of a sudden felt rage throughout his body like Donkey Kong throwing his barrels. Bowser immediately climbed up to the top of the building and tried to stop the destruction of his home by destroying the building. Then the townspeople hired Mend it Mario to repair the damages and protect the lives of many innocent civilians. However, Mend it Mario couldn't do this enormous task alone; he needed some kind of special device to help him! Therefore, the townspeople decided to forge a magical hammer using the tail of a phoenix, the blood of a dragon, diamonds from deep below the earth's surface, and the molten lava of an erupting volcano. Using this special hammer, Mario began to fix all the windows that were broken by the destructive powers of an enraged Bowser.

Controls

Key Pressed	Action
t UP KEY	Mario controlled by the user will move up a window unless stopped by a wall or the edge of the building.
DOWN KEY	Mario controlled by the user will move down a window unless stopped by a wall or the edge of the building.
LEFT KEY	Mario controlled by the user will move to the window on the left unless stopped by a wall or the edge of the building.

RIGHT KEY	Mario controlled by the user will move to the window on the right unless stopped by a wall or the edge of the building.
SPACE BAR	Mario controlled by the user will fix try to fix the windows when the key is pressed. 3 times to totally fix the window

Purpose

Characters

Items/Characters

MUSHROOM	POWER UP- will cause Mario to gain an additional life when in contact with mushroom
	DANGER- collision will bird will cause Mario to lose a life, try to avoid at all costs
BIRD	
FIREBALL	DANGER- these fireballs will cause Mario to lose a life if collision occurs, try to avoid at all costs
BOWSER	Bowser will try to kill Mario, try to avoid the fireballs he will shot down at you, he will follow you till you die or win the level
MARIO	This is Mario, the character you will control as you play through the game, he can move using the controls listed under the section "controls"



Window

This is the window that Mario must fix. Each level contains 30 broken windows that Mario must fix in order to advance to the next level.



Screen Play

The game begins with a main screen where the user will be options to play the game (1), see high scores(2) or build a level.

1. By clicking "play" the user will enter the game from level one, where they will be controlling Mario to fix the building that Browser has destroyed. The screen will be limited to only a portion of the building with a fixed number of windows that must be fixed before the user as Mario can move up the building to fix more windows and stop Bowser from completely destroying the building.

While Mario is trying to stop Bowser, Bowser will breathe fire at Mario to also stop him from fixing the windows. If the fire object from Browser collides with Mario three times than Mario dies and falls to the ground to his death. Game over.

As Mario is trying to climb the building and fix more and more windows the difficulty of the game will increase as angry birds appear from the side trying to hit Mario off the building, (Each collision with Mario result in the loss of a life), there will also be walls that will stop Mario from moving in certain directions. For example if there is a wall horizontally between two windows, Mario must go under or over the wall to reach the other window.

Once the user as Mario reaches the top of the building, he will launch Browser off the building from a canon and the next level will began with a taller and more difficult building for Mario to fix.

- 2. If the user clicks "high scores" on the main screen he/she can see all the score that have been collected from the top users in the past. (Possibly top 10). This will update each time a user is in the range of the high scores that exist priory.
- If the user clicks "build a level" they will be taken to a screen with a building layout where they can add where the birds come in from, where the obstacle walls are located and how many windows are on each level. Once the level has been created they can add it to the game and play through their own created levels. The level is saved in a txt file, which stores the placements and numbers of walls, birds, and windows. It also stores Bowser's level of difficulty. All levels (including the levels that come with the game) will be loaded from a txt file with this format. The first line of a level file will be the number of walls. The next lines will be the x and y coordinates of each wall (each x coordinate will have it's own line and each y coordinate will have its own line). The next line will be the number of birds, and the lines after that will be the y coordinates of each bird (x coordinates are not necessary because the birds are simply moving back and forth horizontally across the building). The next line will be the number of columns of windows, and the line after that will be the number of rows of windows. The last line will be Bowser's level of difficulty (a number from 1 to 10).

Software Team

Team Member	Bio
Junaid Ahmad	The idea man behind the team- Junaid was the plot behind the game; he brought the creative aspect to the team, providing ideas on how to get the user to really enjoy playing the game.
Karan Huynh	The heart of the team, providing solutions to problems that arose while coding the programming for the game and conflicts between team members.
Anish Chopra	The coding master on the team, a talented programmer, he is very isolated and liked to work by himself. At times he is willing to work with others when the stakes are high
Donald Jung	The animator –created the many frames for the animations of the game. Really brought the fluid movement of the character into the game.