For project three, my group and I created a Mario flying game. The point of the game is to fly and avoid the bullet bills, while collecting coins to increase score. You get three health, and can gain health by grabbing the mushrooms. Alton created the MainFunc class, the BGMovement class, the Timer class, and the PlayerMovement class. Angeli created the Coin class and the Mushroom class. I(Koby) created the Block class and the Health class. Alton and I worked on the GameSet class. The instructions on how to play the game are on "!readme.txt".

The link to our Youtube video: https://youtu.be/7Q8WPcMoNAA