“Supa Mobsta Bros.”

Alpha!

With Tux!

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Description

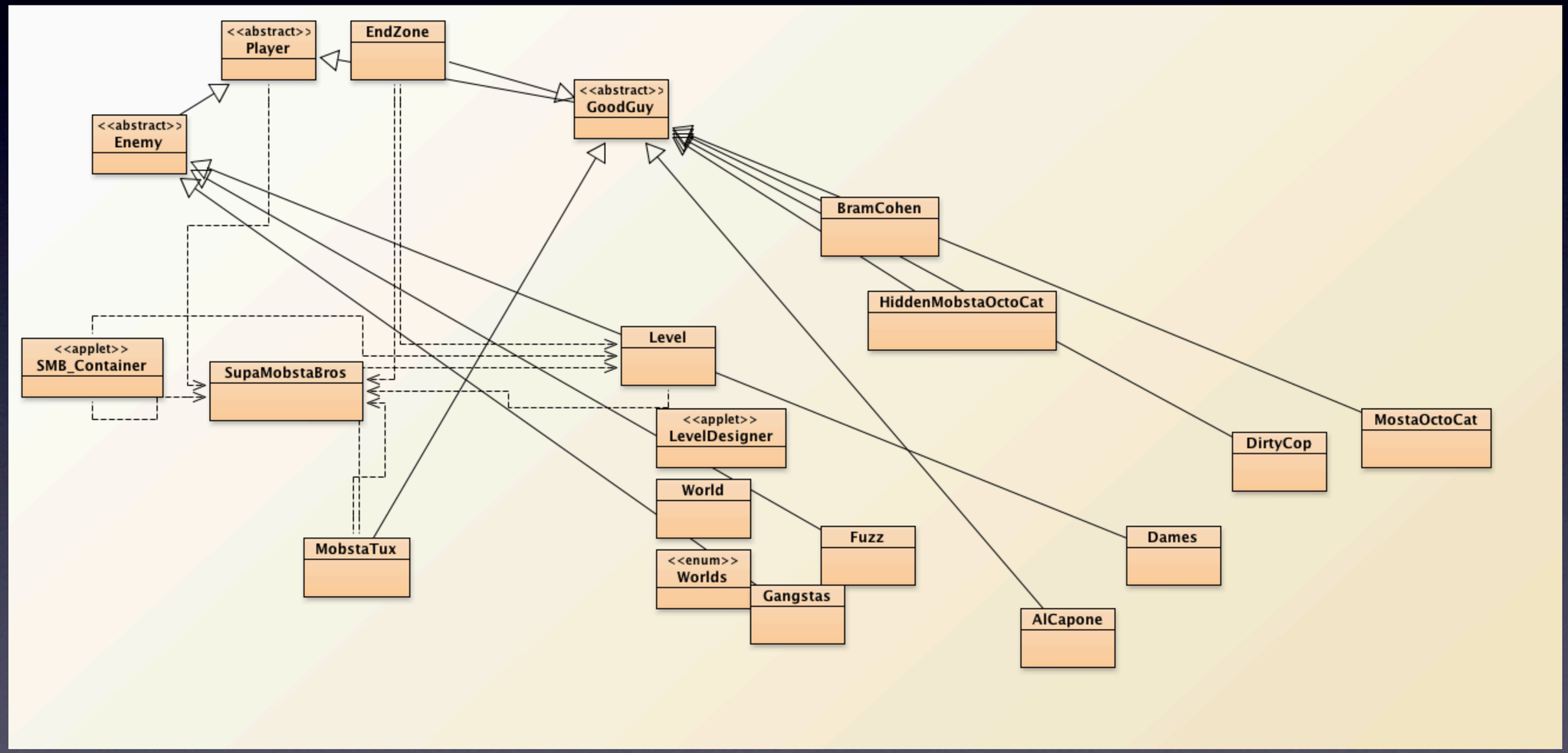
- You are a penguin, trying to earn your way into the mob... So you run around doing deeds to the mob boss, trying to get to a spot in the mob chain.

SpecialBugFeatures

- if you die, you can still move below the screen and advance to the next level
- No Collisions
- Can't fall through holes one (1) block wide
- no ducking (Classic Mario Bro Mode... ACTIVATE) or interactive stage elements (no enemies)
- Alpha version is pretty much “Parkour”-io
- You can walk (Arrow keys) and run (SHIFT-Arrow key)
- Can switch between levels (as long as it exists) by using the number keys

Demo

UML Diagram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Player
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GoodGuy
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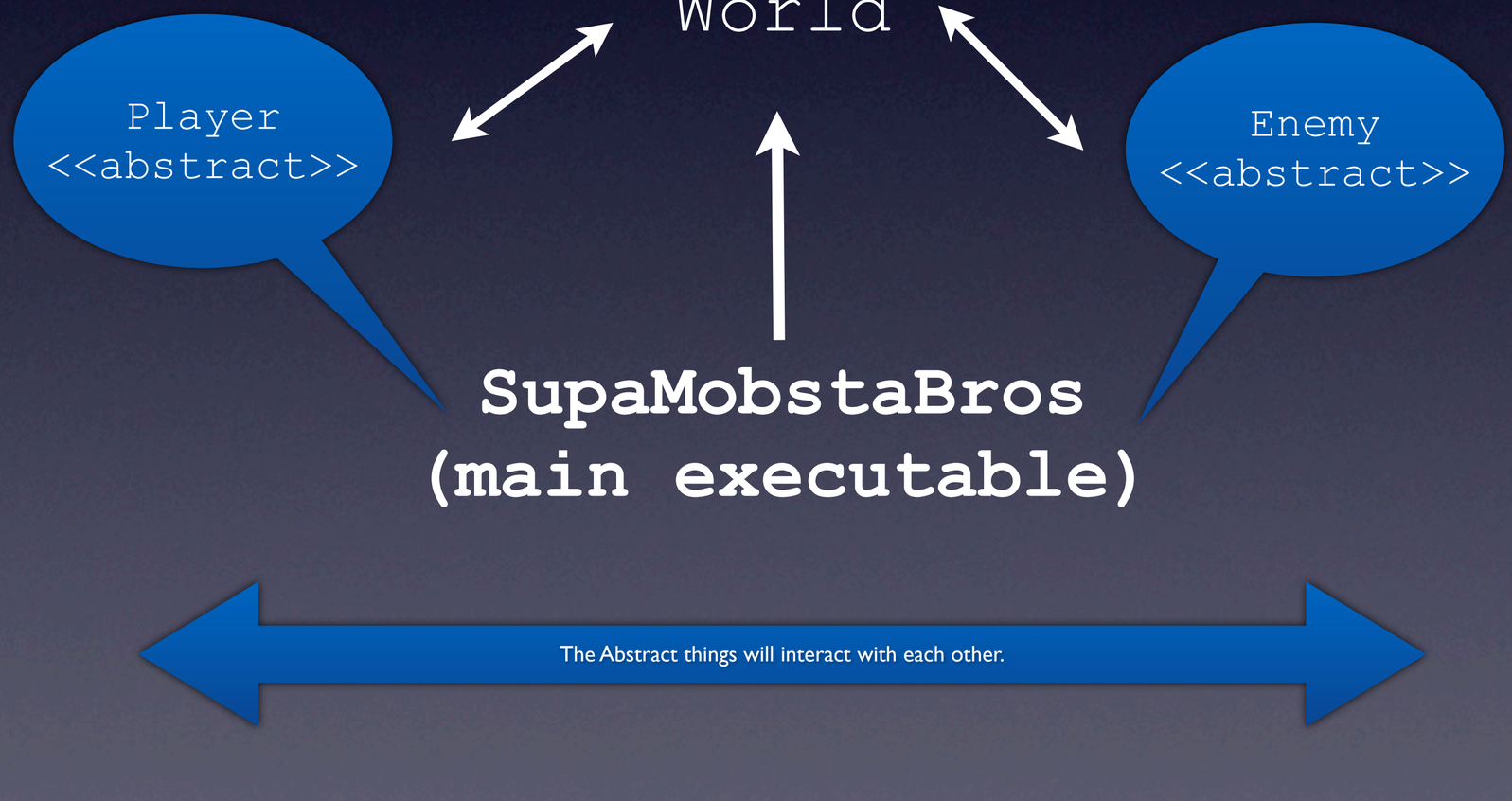
Enemy
BramCohen
HiddenMobstaOctoCat
<<applet>>
SMB_Container
SupaMobstaBros
Level
<<applet>>
LevelDesigner
MostaOctoCat
DirtyCop
World
Fuzz
Dames
MobstaTux
<<enum>>
Worlds
Gangstas
AlCapone

Class Interactions



How much third party code?

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Everything written from scratch.

Conclusion

- Fun Level: ~8/10
  (0b1111111111111011/10)

- Difficulty Level: 10

- In conclusion, this project, while fun, was also difficult, because Git kept messing up on us, and we would end up rewriting the code, to undo the other person's doings.

Things we learned:

- When in doubt: `` `git --reset HARD` ``
- *Science* is actually **involved...** (see jumping code)
- Gravity is your enemy
- procrastination gets s[redacted] done