Computer Science team project 01 (modified Super Mario)

our group decided to make a game. Similar to the famous game “Super Mario”, to make this target possible to achieve, we will only make one level for demonstration. The project will be separated into three parts: display, interact and physics, we will use pygame and pybox2d library to handle the display and physics. However, we will design the user interface and interacting module by ourselves to fulfill the requirements of the project.

In the interacting module, the work will be separated into three parts for each member in our group, which are control, interact with dynamic objects and basic game logic. To make it clearer, the controlling part is using keyboard or mouse or both to control the “character”, interact with dynamic objects includes things like “getting tools” or “dropping items”, the basic game logic is to record things like achievements, item list, and game score while the player is interacting with the game.