

**North South University**

**Department of Electrical & Computer Engineering**

**Project proposal**

**Spring ‘19**

**CSE 427**

Section : 01

Faculty: SAS3

Group: 09

Submitted By:

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**Project Name: Chicky Mario**

**Introduction:**

Our project is a 2D video game that was coded using Java with the help of eclipse. It is a game which has four different levels. You can only get to the next level by clearing the one that you are currently in. You can move the main character of the game by using the directional buttons and using the space bar to jump. You can collect coins as your progress throughout the levels. For each coin that you acquire, 1 point is added to your total tally of points. After you complete all 4 levels sequentially, the game is over.

**Software Platform:**

**Programming Language**: Java  
**Operating System:** Windows  
**For Unit Testing:** JUnit extended library in eclipse

**GIT Repository:**

The project will be updated via Git as we will be using Github repository to update our work and progress.