Mario Bros Remake

Gameplay

Mario, a vagabond plumber, runs and jumps around a screen filled with platforms. At certain points at the top of the level, small creatures appear to walk along these platforms. Mario can bump the platforms from below to stun these miniature monstrosities and run into the stunned creature from the side or top to finish it off. The objective of the game is to do this a certain number of times in each level to progress to the next.

Classes

* Player
  + This is Mario.
  + Runs left and right and jumps
  + Hits blocks with his head to stun turtles
* Level
  + Created from files
  + Contains positions for all the blocks
  + Contains Mario’s starting location
  + Contains positions where new enemies will enter the level
  + Sets the visual style for the level (images for blocks and background)
* Block
  + Mario can stand on blocks
  + Blocks can be bumped from below to injure enemies
* Enemy
  + Contact with the Mario is bad unless stunned
  + Walks around and falls off the edges of platforms
  + Stunned by having the ground below it bumped by Mario
  + While stunned, Mario can run into the enemy and take it out.
* Game
  + Contains the main menu
  + Plays the game

Spinoff ideas:

* In a more recent version of Mario Bros for Gameboy Advance, I remember seeing two additional types of enemies that did not appear in the Atari 2600 version: a fly that moves with short hops and cannot be bumped in midair and a crab which takes 2 hits to stun. I’m hoping to add these and also some original ones.
* Rather than the moving fireball in the original Mario Bros, I’m thinking of including a big, fast, and tough enemy that emerges to punish the player for taking too long in a level.
* Levels that take up more than one screen and have a side-scroller moving camera
* Powerups
  + A shield that blocks one hit from an enemy
  + A speed increase
  + Portable earthquake block
  + Gun or something similar to stun enemies from the sides rather than from below
* No coins or stationary earthquake block. The powerups compensate for this.
* Although this is purely graphical, the game will actually feature Waluigi from the various Mario spinoff series instead of Mario.

Schedule

* Week 1
  + Make a single level
  + Make a basic enemy
  + Make blocks be able to be bumped
* Week 2
  + Make enemies able to be defeated
  + More enemy types
  + powerups
* Week 3
  + Screen loop (move over the left boundary of the level and emerge at the right)
  + More levels
  + Make levels have objectives
  + Menu screen
  + Link levels together to make a sequence for the game
* Week 4
  + Make actual graphics rather than crashman stuff
  + Wish list
    - Endless mode
    - More block types
      * Moving block
      * Sinking block
* Week 5
  + Confirm that everything works
  + Emergency fixes