

**SUPER
MARIO**

ESCAPE

20211511 KIM SEOA

01. Original Plan_References

- 2 player game

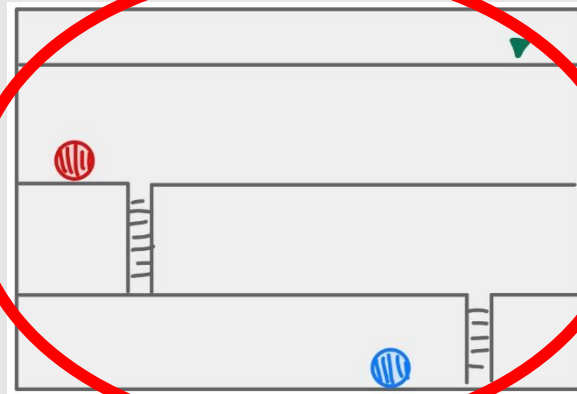
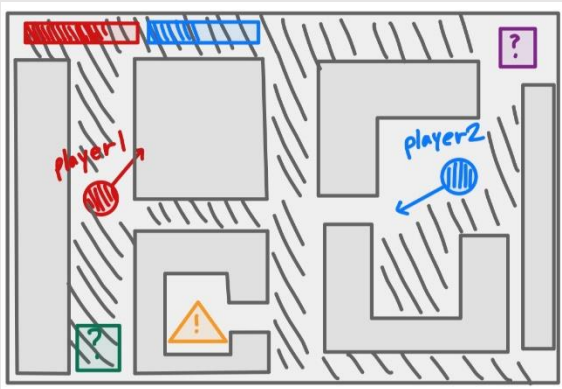




02. Original Plan - Sketch

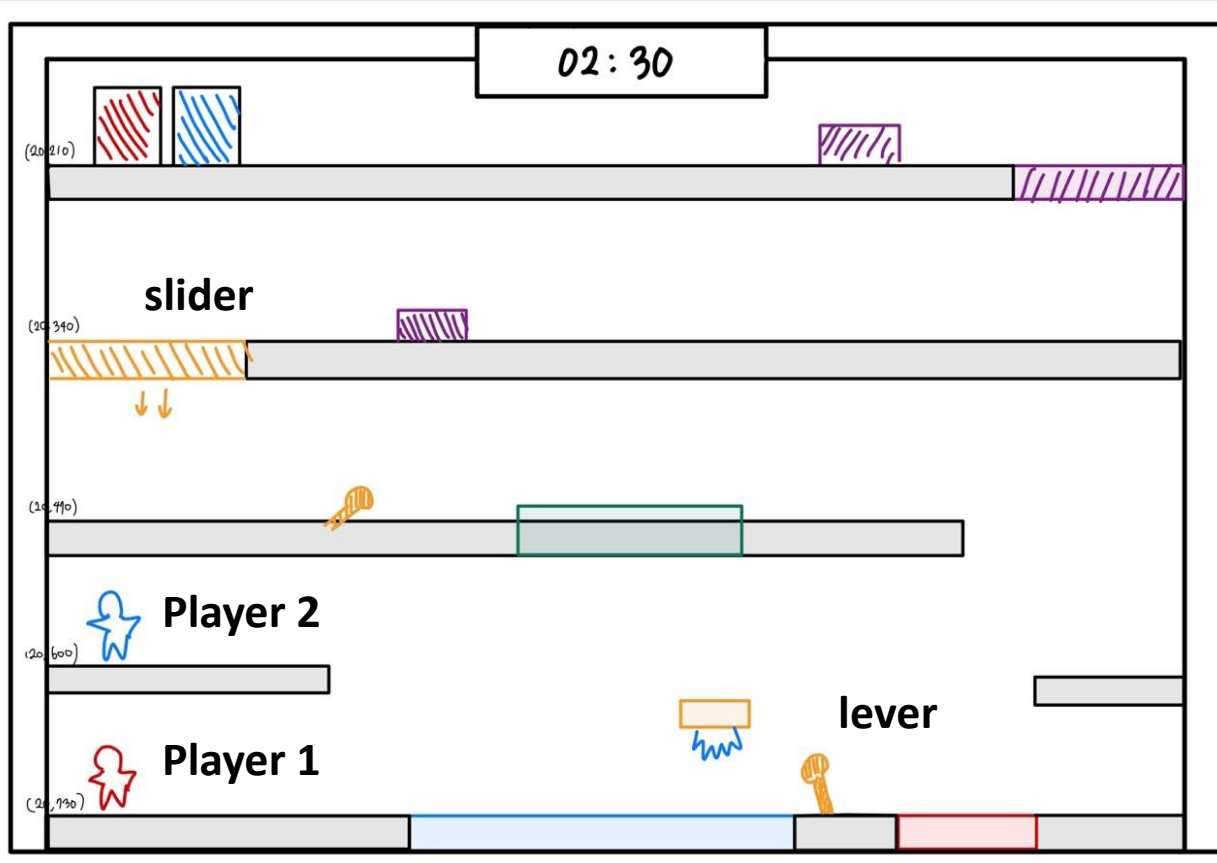
I want to implement a game that 2 people can play together.

- ~~1. The two are competing against each other~~
- ~~2. Select game characters at the start~~
3. Play the game within a specific map with each selected character
- ~~4. At this time, the game may be a confrontation game that attacks each other,~~
or it may be a game that needs to be cleared in cooperation.



I picked this
ESCAPE GAME!

03. Features



It is a game in which two players work together to escape a map with various obstacles.

For example, turning a yellow lever causes water to disappear, or a slider to go up the floor comes down, and an obstacle for the slider to move while stepping on a purple button.

Game clear when the player reaches the final position after passing through all obstacles.

Youtube link: <https://youtu.be/4y2-ArKjI7U>

- I have not yet implemented the design and all the obstacles

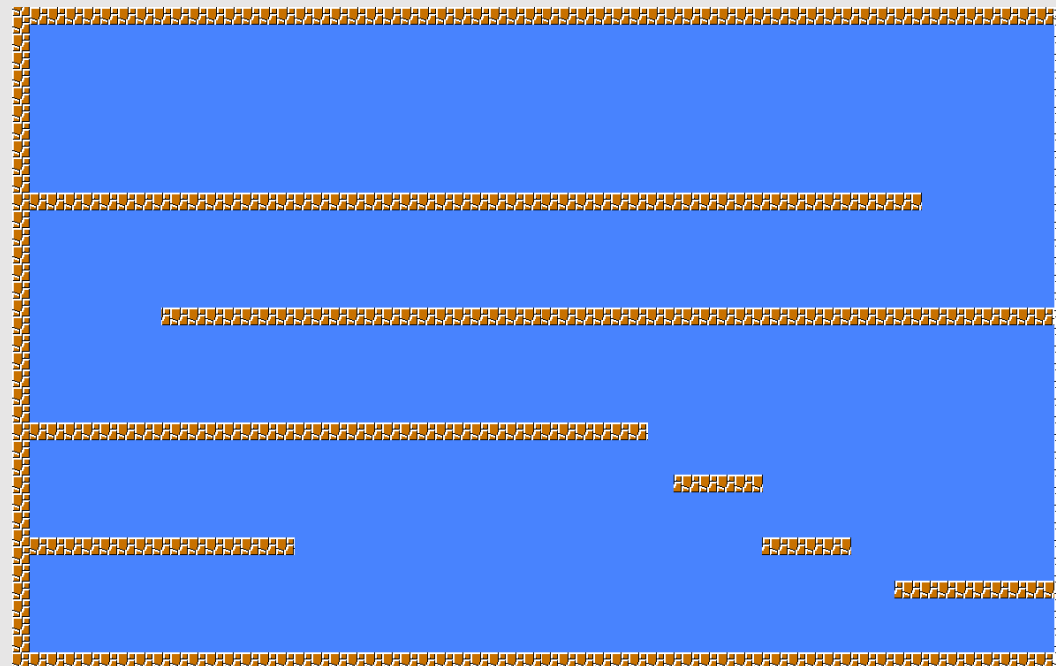
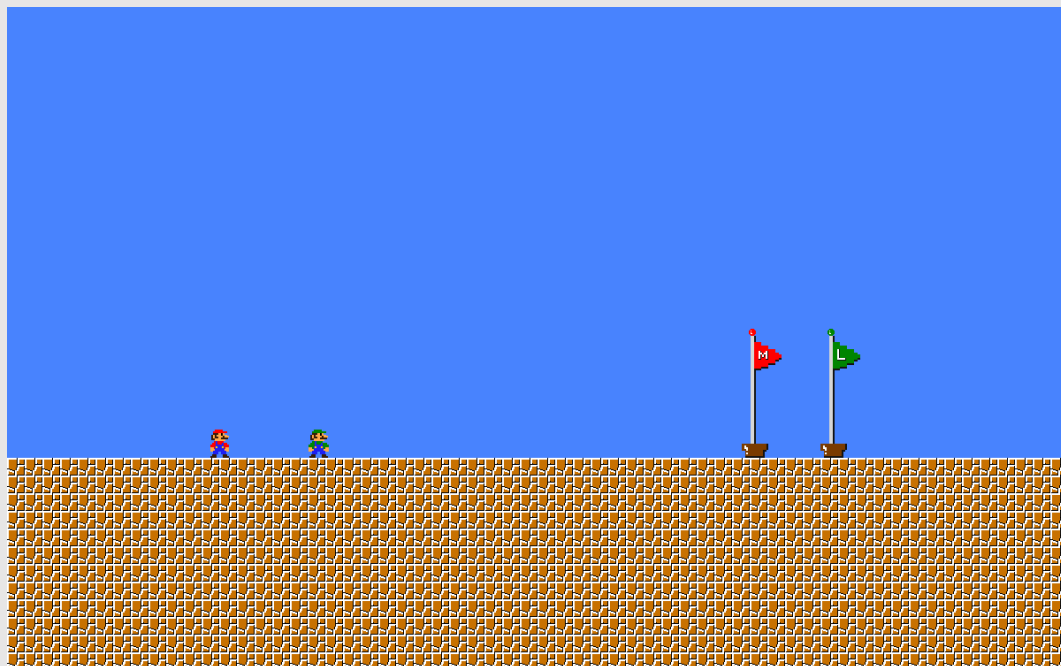


04. Process 1



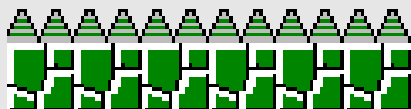
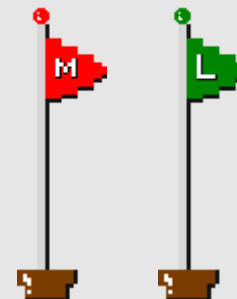
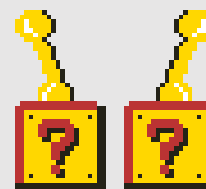
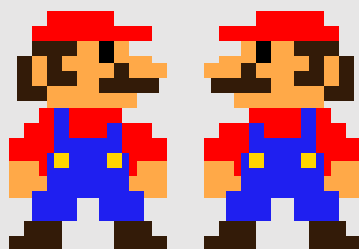
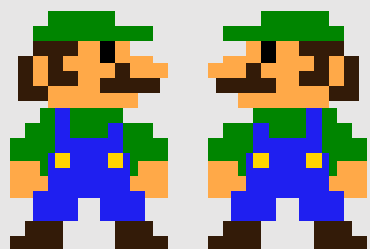
04. Process 2

- Self-made map



04. Process 2

- Self-made images





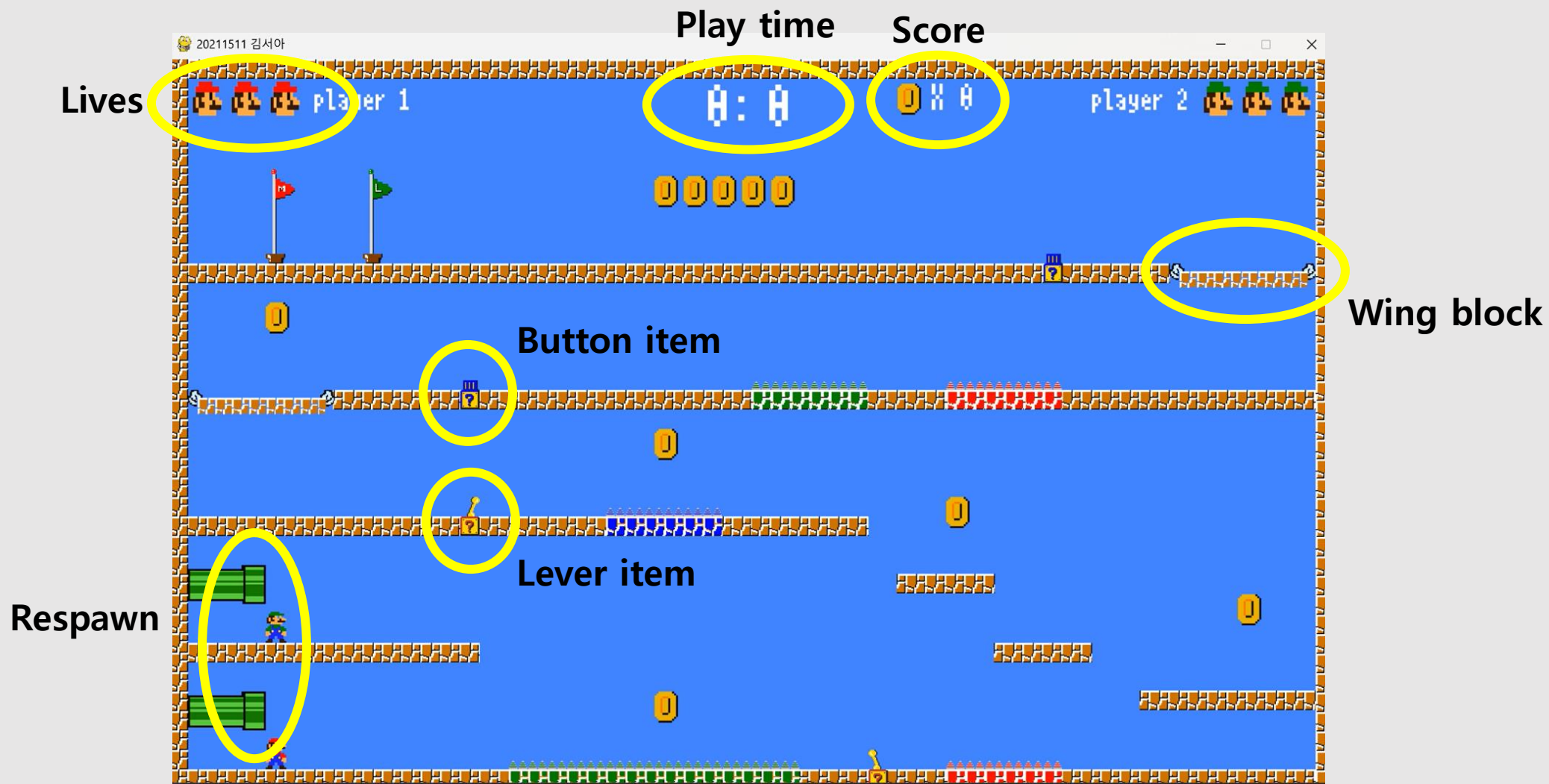
04. Process 2

- Start Screen
- Player1, 2 have different Operation Key



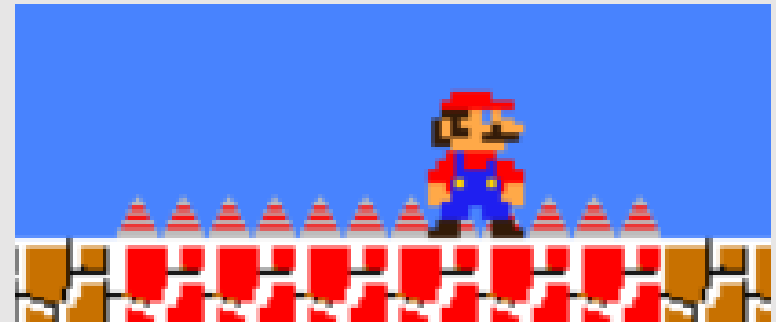
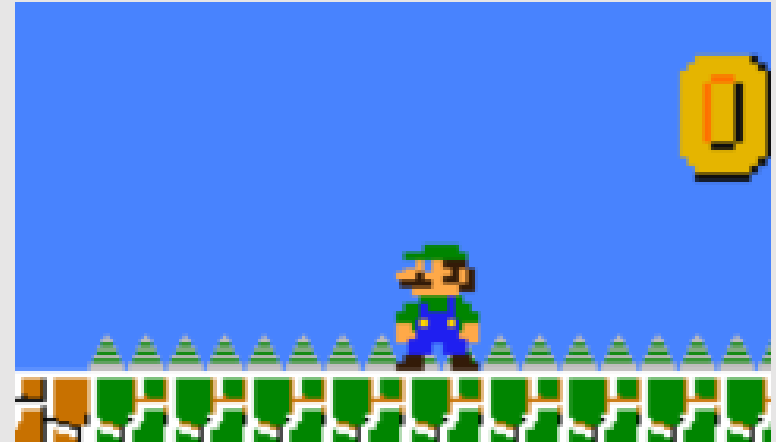
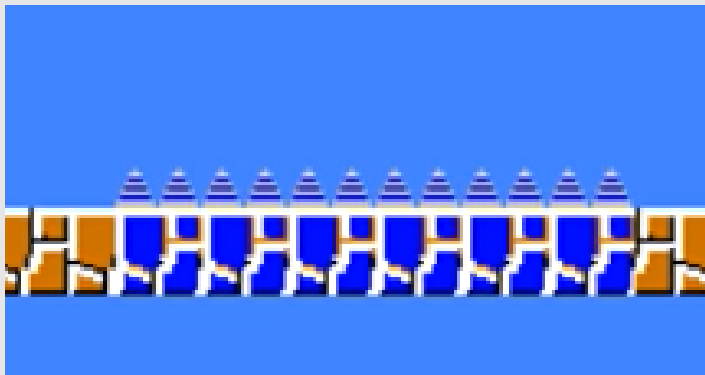
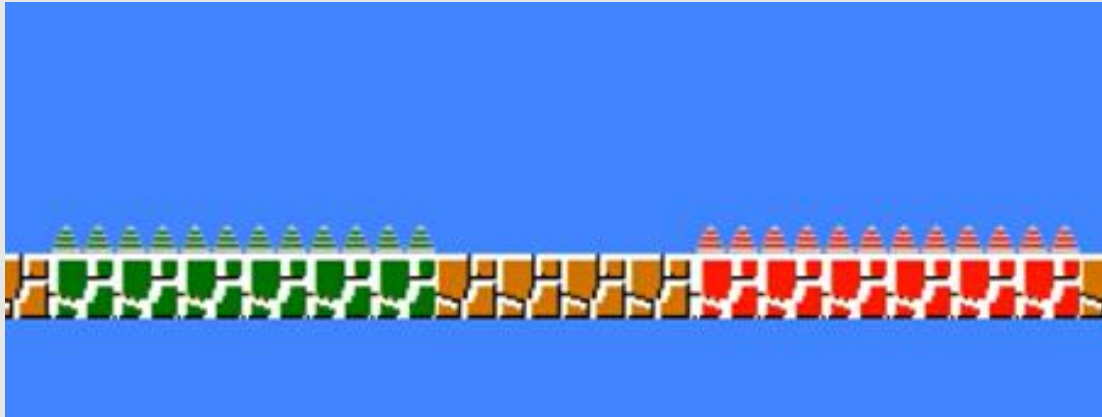
04. Process 2

- Game Screen



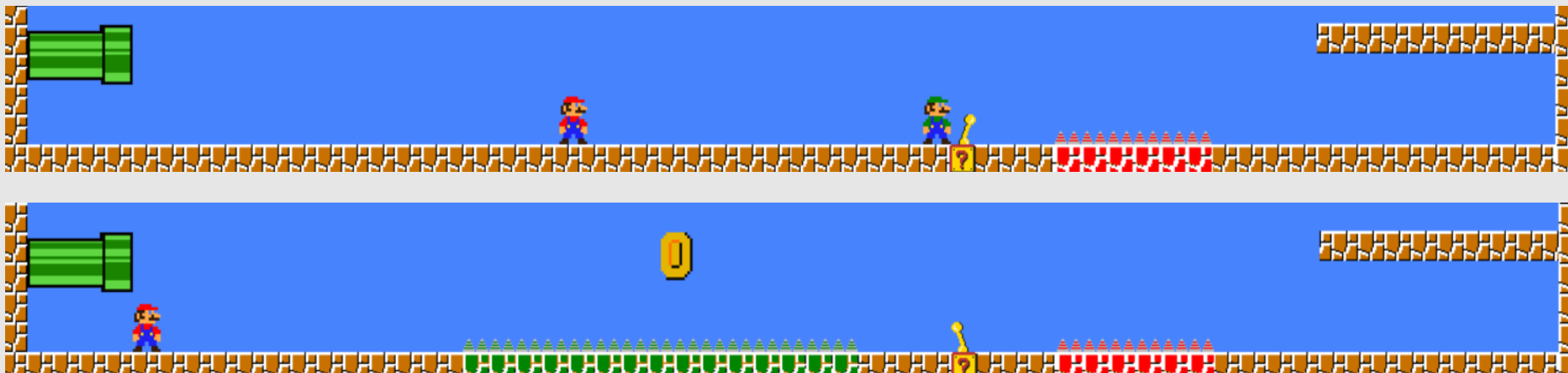
04. Process 2

- Red, Green, Blue Blocks
- If each player collides with the same color block, it won't die



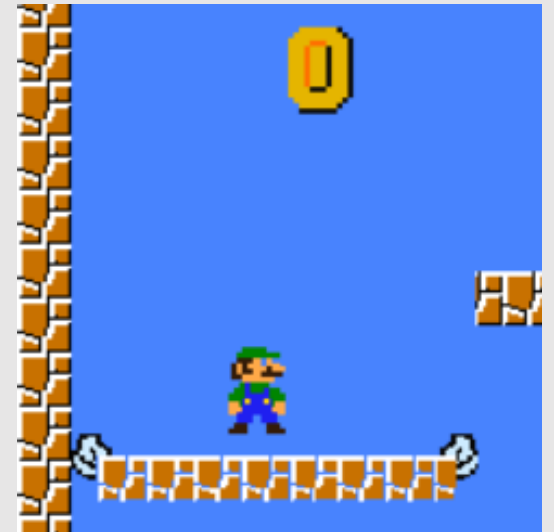
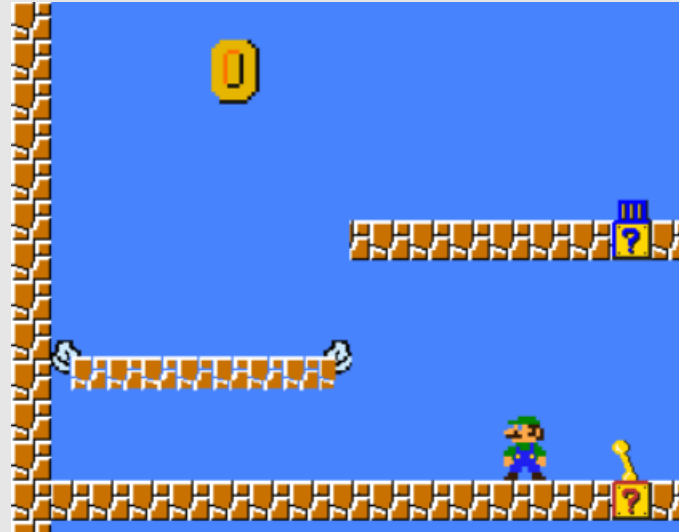
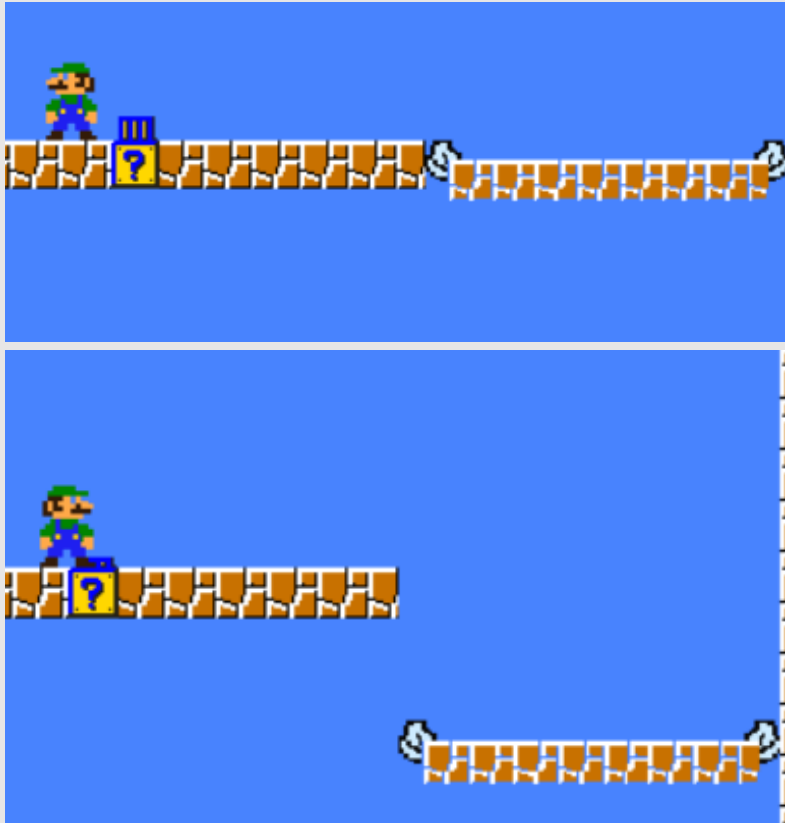
04. Process 2

- Lever item
- If players push the lever, good things happen



04. Process 2

- Button, Wing Block
- Players use Wing Block by button or lever
- Players have to keep pressing the button to keep it working





04. Process 2

- Game Over Screen
- Game over when One of the players dies three times
- If you press Space bar, the program is terminated



04. Process 2

- Clear Screen
- Game clear when both players reach each flag
- Top 5 Ranking System (Enter you nickname on terminal)



05. More idea

- Moving Obstacles



- Items that the player can eat



- More Stages

- Choose chracters





06. Links & Sources

- Github link
: https://github.com/seooooa/vmp_final_20211511_KIMSEOA
- Youtube link
: <https://youtu.be/I9N2z73KKHg>
- Sources
sound - <https://downloads.khinsider.com/game-soundtracks/album/super-mario-64-soundtrack>