Excercise 2b:

Kinect

# Super Mario Sports

## What the Code does

Super Mario Sports is a sidescrolling Super Mario Bros - like jump and run where the user himself is in the game. The screen scrolls from left to right automatically, while the user has to avoid randomly appearing obstacles. The score (displayed in the upper left corner) steadily increases while the user manages to stay in the game. If he hits a brick (“bad obstacle”), that’s -30 points, but if he manages to hit a box with a question mark (“good box!”) he gains +50 points. Everytime a “bad obstacle” is hit, the user looses one of his five lives. If the remaining lives drop to zero, it’s Game Over. While all that is happening, a well-known Super Mario Bros – Theme is running in the background and the program plays familiar sound effects if certain events happen (“coin-bling” for a good obstacle, “oh no” for colliding with a bad obstacle,…).

Note:As the player has to jump (or step) very high or crouch to avoid obstacles, so the game itself is very exhausting and potentially dangerous to your physical (and mental?) health.

## Code/Tutorials/Libraries used:

* *Tutorial “Green Box (WPF)” and Skeleton View from Kinect Dev Toolkit*  
  <http://www.microsoft.com/en-us/kinectforwindows/develop/developer-downloads.aspx>
* *Windows Media Player Library*<http://msdn.microsoft.com/en-us/library/windows/desktop/dd564585(v=vs.85).aspx>
* *Microsoft Visual Studio 2012*
* *Super Mario Bros Sound*<http://themushroomkingdom.net/media/smb/wav>

## Custom built:

* General layout
* Game engine
* Collision detection
* Coordinate mapping
* Playing sounds
* ..everything else.