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comp313
assignment 1
Youtube Link - https://youtu.be/El9pDdamjkY

Mario Reloaded.
In the beginning, I was relying on the youtube tutorials to develop this game. These are the functionality I have implemented.
- (CS) Control a character on screen
- (UI) Change score on the screen
- (Int) Spawn/destroy objects
- (CS) Move NPCs around
- (Int) Play sounds (when character jumping)
- (Int) Restart a level
- (UI) Show a final screen
- (UI) Create pause option to resume, quit

I could not implement the below functionality working due to the lack of time.
- (Doc) Create at least one blueprint node in C++

This was more simple than the original Mario game. I mostly followed in many tutorials and follow up courses in the unreal website.
Once the Mario collides with the mushroom, he can use the "T" key to shoot to destroy the enemy. Otherwise, he can jump into the enemy's head to make it dead and disappear. But, if the Mario collides with the enemy's body. He will die.
The score will appear in the upper right-hand corner when Mario was collecting the coin which restored in the brick box wall.

Level
There are two-level in this game. Once the Mario finished level 1, he will directly go to level 2, where he has the same background with obstacles in a different position.
I have created a menu which has two buttons as below.
Start - it will take directly to the game.
Quit - it will leave the game.

While playing if the player wants to pause the game, he needs to press the "P" in the keyboard. then there will be a few options as below
Resume - resume the game.
Save - it will print saved on the screen. But it's not implementing that functionality
quit - Quit the game.

When Mario dead it will go the game over screen where it has two option as below.
Restart - Start the game again.

Quit - Leave the game.