Project 1 – Mario

Objective – Build a Mario-like game

Requirements

* Use a sprite that is easy to tell if it is facing left or right. This will be your Mario.
* Use left- and right- arrow keys to move your sprite sideways.
* Use the space key to jump. After a jump Mario falls down gradually, not instantly.
* Mario must always face in the direction he is moving, even during and after jumping.
* Mario starts at the bottom left of your screen which is the ground floor and faces right.
* Add a platform high enough above Mario’s head that he can walk under it.
* When standing under the platform and jumping, Mario bumps his head on the “ceiling” and comes back to the ground. He does not go through the ceiling.
* Place a mushroom on the stage. When Mario touches it the mushroom disappears.

Rubric

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| Requirement | Points | Your Score |
| Left/Right movement with arrow keys | 20 |  |
| Facing correct direction while moving, jumping and falling | 20 |  |
| Jumping straight up and coming down gradually using spacebar | 20 |  |
| Jumping up while under the platform | 20 |  |
| Place a mushroom and platform on the stage | 10 |  |
| Hide mushroom when touched | 5 |  |
| Checkpoint | 5 |  |
| Total | 100 |  |
| Extra credit | 15 |  |

After completing all of the above you may also do the following for extra credit:

* 15 pts – When Mario is **not** under the platform and jumps, he can jump onto the platform. When Mario walks off or jumps off of the platform, he falls gradually to the ground.