

1 Requirements Met

Requirement	Description	Status	Percentage
Mario Movement	Mario can run on a flat level	Completed	10%
Jumping	Mario can jump on a flat level	Completed	10%
Level Design	Mario can run and jump within an actual level	Completed	10%
Coin Collection	Mario can pick up coins	Completed	5%
Animations	Mario has running, jumping, and idle animations	Completed	5%
Block Destruction	Mario can destroy blocks	Completed	10%
Power-ups	Blocks can give mushrooms that make Mario big	Completed	10%
Audio	Music and sound effects for jumping, coin collection, and power-ups	Completed	5%
Level Completion	Level has an end goal (flag) that can be reached	Completed	10%
Controller Support	Game can be played with Xbox/PlayStation controllers	TODO	10%
UML Diagram	UML diagram of the main game classes	Completed	5%
Code Design	Well-structured and organized code	Completed	10%
Total		90%	100%