Cps 386 : Section 2(13158)

Friday 9:00 - 11:45am

Group members : Dai Kieu

Trong To

Carlos Serns(lead)

Role(work to do) for each member:

Dai Kieu: -handling each sprites for mario animation include:

Slide

Duck

Run

Walk

Jump

shoot

* Include 5 types of mario :

Small

Super

fire

Death

Invisible

TrongTo - prepare the images , and animation for monster:

Evilbird

evil geese

man-eating plans

Turtle

-include image of item such as

coin

Flower

star

Bullet

Carlos:- prepare the source sound, game music:

Squish sound

Background music

Shot sound

Game over sound

Jump sound

Item collect sound inlcude: coin, star, flower

-Handling the images for :

Brick

pipe image

item box

Cloud

Together: Build the layer for the map

Change the bricks(color shift from green to blue)

Handle on physic such as run, stop and slide

Make the shooting fire bullet work against the monster

Make the menu at the beginning of the game and show highscore