

CS/EE 120B

Custom Project: Super Mario

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Introduction

Super Mario is a two-dimensional platform game. The player controls Mario with a joystick controlling him by either moving left, moving right, or jumping. There will be several levels and the goal is to reach and retrieve the flag at the end of the level.



Probable Hardware Build-upons

- LED Matrix 8x8
- Joystick
- Shift register

Probable Software Build-Upons

- Persistent High Score (score displays at a certain rate while game plays)
- Boss Battle
- Powerups (mario can get bigger, for example become two LEDs instead of one)