

PROJECT 1 - MARIO

For this project, you will be creating a simple version of the classic video game Mario. Mario will be able to move left and right, and jump based on keyboard input. Although we are copying the interactions from Mario, we want you to be creative! Your sprite does not need to look like Mario.

Dates

Assigned: Wednesday, September 18th

Checkpoint: End of class on Monday, September 23rd

Due date: End of class on Friday, September 27th

Requirements and Grading

Programming Standards

- There are comments that describe the code for each keyboard input (5 pts)
- All sprites have appropriate names (5 pts)
- You include your name when you submit the project (5 pts)

Proper movement

- Sprite moves left when left arrow is pressed (10 pts)
- Sprite moves right when right arrow is pressed (10 pts)
- Sprite jumps up and comes down when spacebar is pressed. (20 pts)

Proper Looks

- Sprite turns to the left when moving left and turns to the right when moving right (10 pts)
- Sprite animates when walking (10 pts)
- Sprite lands in the same spot after jumping (5 pts)
- Sprite lands facing the same direction after jumping (5 pts)
- The stage has a background (5 pts)

Checkpoint

- Sprite can do basic movements with keyboard input (10 pts)

Extra credit (pick one)

- Sprite can jump up and land on a platform. The sprite falls back down when it walks off the platform. (+10 pts)
- Come up with your own idea, but clear it with a teacher first (+ up to 10)

Total 100 pts

Submitting Your Project Please email the project to *tealsTeachers@gmail.com*. Do not forget to include your name!