

Project 1: Mario

In the spirit of the original platform side scrolling video game, Super Mario Bros., this project will require you to combine the knowledge you have learned about computer science and apply them to create your own “Mario” game in Snap!.



Requirements

- With Snap!, you will create a new project that includes a user-controllable sprite that is the “Mario” of your game
- This character needs to:
 - Be able to move left and right on the stage by the user using the left and right arrow keys, respectively
 - “Mario” needs to be facing the direction of where he’s moving
 - He should only move when the left or right arrow key is pressed. When these keys are released, he should stop.
 - Be able to jump if the user hits the up arrow key
 - He should continue to face the same direction while jumping
 - He should not be able to jump again when he’s already in the air
 - “Mario” should return to the ground on its own when he’s in the air
 - He should continue to face the same direction when falling

Bonus!

- “Mario” is animated while he is walking
- Create a platform for “Mario” to jump on/off from, he should fall off this platform if he moves outside of the platform
- Create a block for “Mario” to jump and crush
- Create a second character that is “Mario”’s enemy (i.e. Goomba) that moves on its own.
 - If “Mario” touches the enemy, he dies and the game ends
 - If “Mario” jumps on to the enemy, the enemy is killed

