

# Transfer Mario

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## **Executive Summary**

Abstract of game story

A story of a little monster tries to become a beast and finally fight with Princess Peach(Mario's princess).

## **Game Play Look and Feel**

Appearance

- Similar to what Mr. Mario used to see...

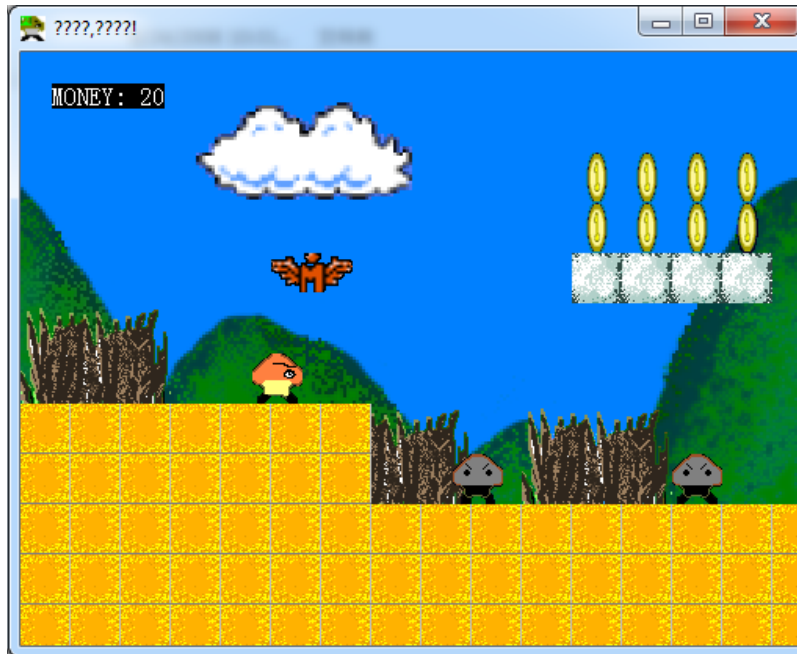


### Player roles and actions

- Player's role: a hard working little monster
- Arrow keys to control move forward and back
- Space to jump
- X to attack

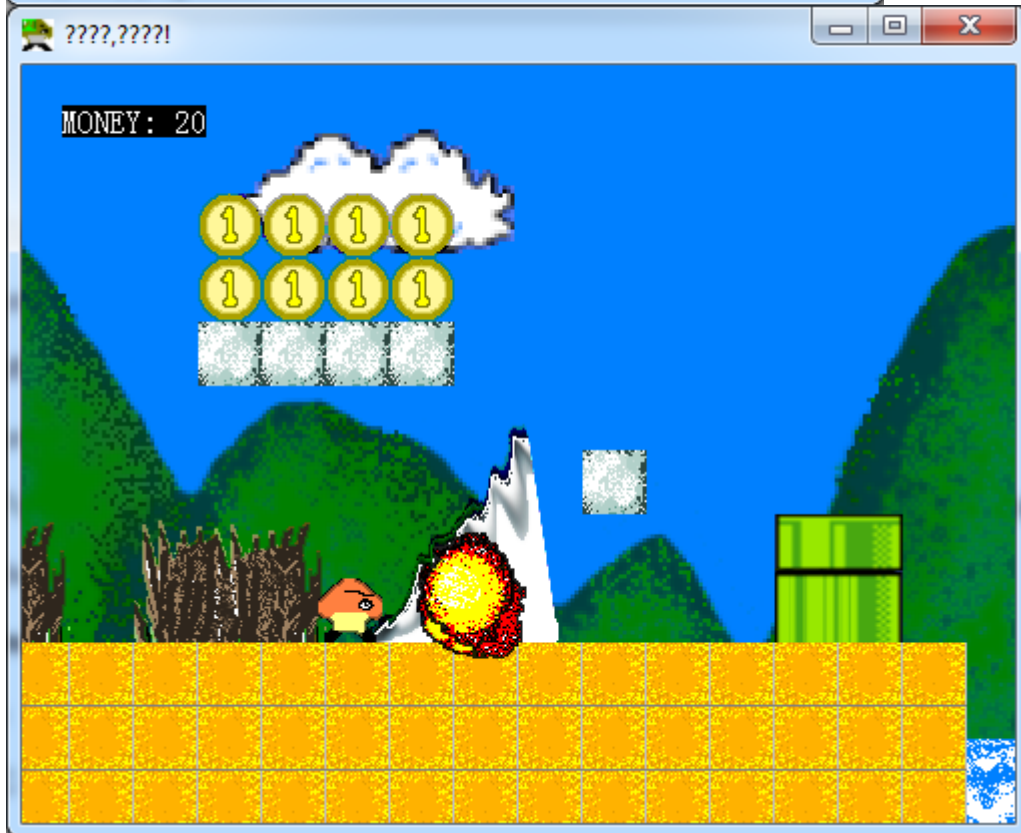
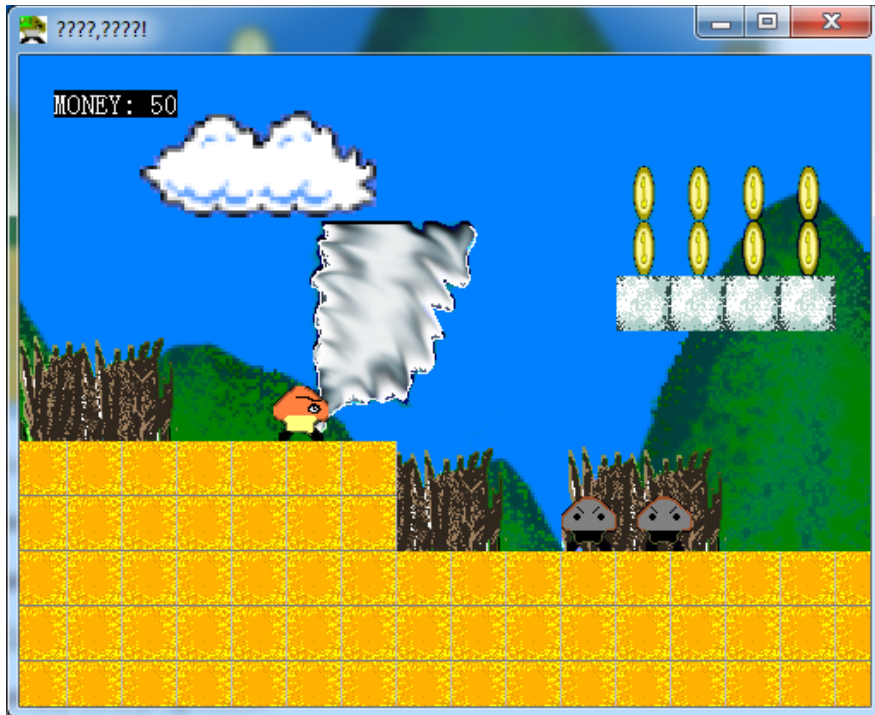


- Gain different weapon or skill to attack during



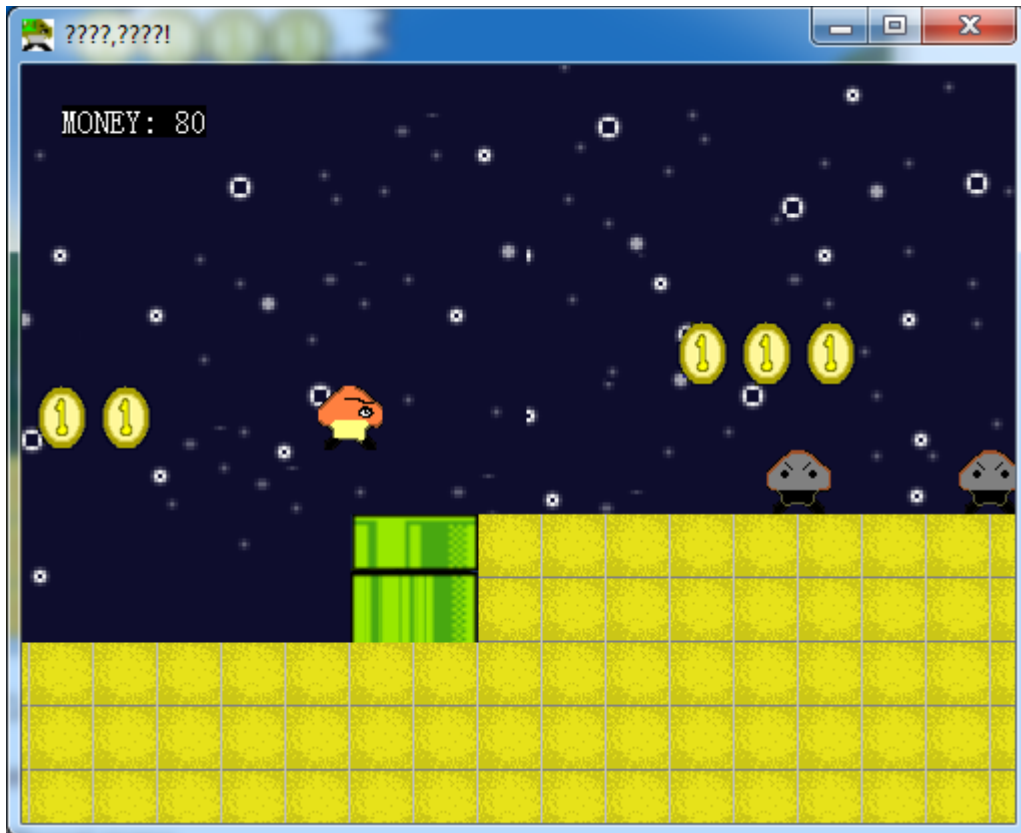
game..

- The main attraction of this game is different attacking methods.

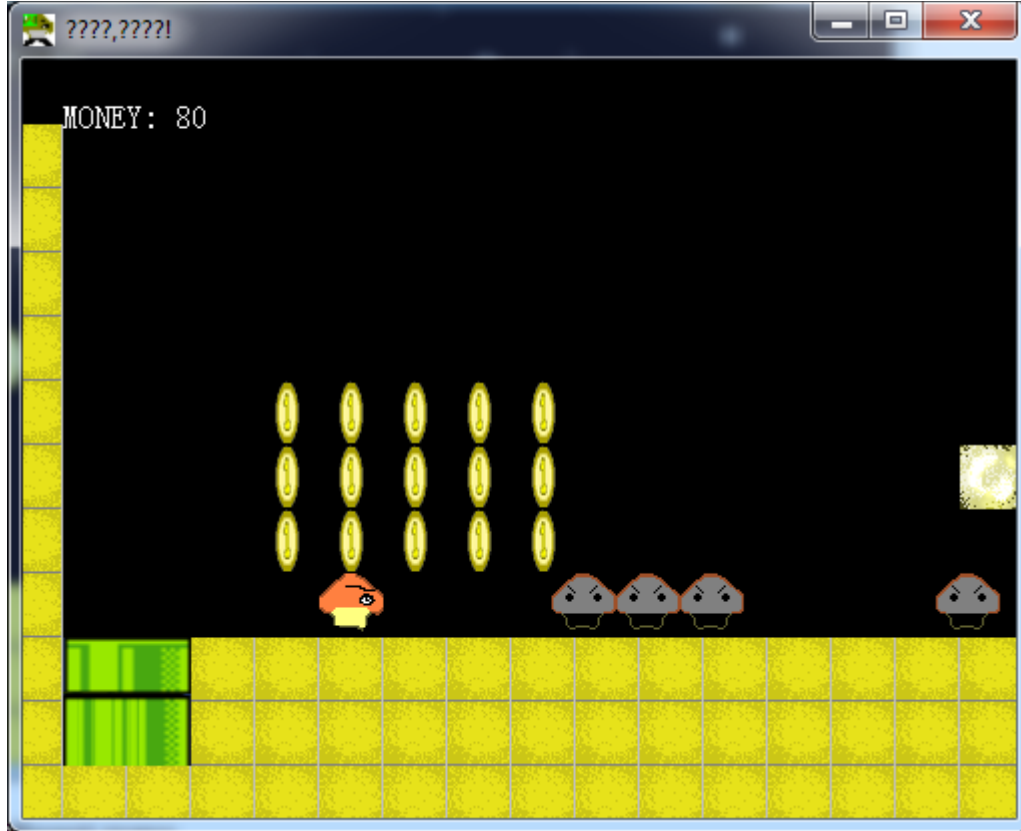


- \*\*Collect money to upgrade weapons

Level summary/story progression



- Different maps.



- More powerful enemies by moving forward. or More powerful enemies by moving forward
- \*\*For some Specific situation player needs some specific item or upgraded weapon to solve puzzles.

## Endless Mode:

- The map will be produced dynamically.
- The obstacles, enemies and rewards will appear randomly.
- Very easy at beginning but become harder and harder with time going.
- No finishing point. Play until dead.
- Record of highest scores.

- Just like some platform game on Android.

## Development Specification

### Hardware

- PC with Microsoft Windows OS.
- Very very low hardware requirement.
- Colorful monitor.

### Software

- VC or VS
- Use C++ to write the source code
- With lib of MFC and DirectX.

### Algorithm Style

- Trying to reference some Super Mario source code.

