

Coding a Game:- Mario: Escape from the Princess

In this project, we are going to make a game on M.I.T app inventor, a programming software that is quite easy to use.

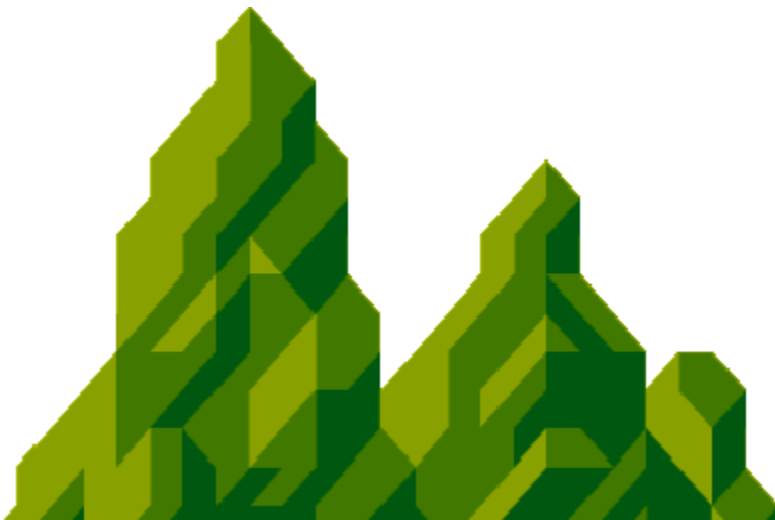
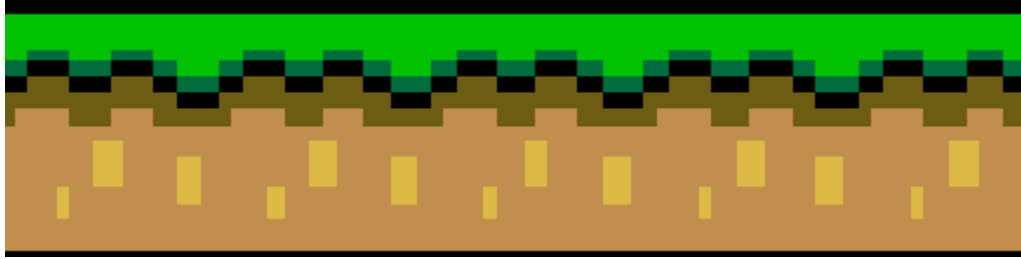
In general, Mario games are quite easy to play and perform on M.I.T app inventor, but in this game, we will increase the level.

In this game too, it's not Mario that we're going to move, but the Princess and the grass, it will still give the impression that it's Mario who is moving.

Thanks for watching this project and happy viewing!



For this project, we will use the M.I.T inventor and I put the images that we will use, at the bottom of this text.



START



11





Step-1

Create 2 screens - info-screen and Main screen

Step 2 :

Make the screens background black.

Step 3:

Add this icon:



Step 4:

Create a Horizontal Arrangement

Make its text color dark blue

Make its background color green

Create 2 labels beside each other

First one saying : Score:

Second one saying: 0

Also add a button and in the button's picture option add this picture:



Step 5:

Add another Horizontal Arrangement

Inside it create 2 Labels

First one saying : Countdown

Second one saying: 5

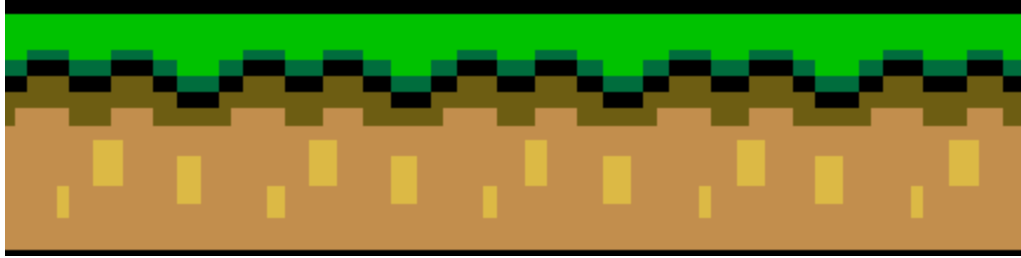
Make the Text color white

Make the background color Red

Step 6:

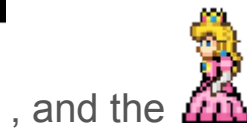
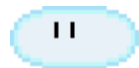
Create another Canvas

Inside the canvas create a platform sprite:



Add the cloud sprite, restart sprite , start sprite , the enemy(princess) sprite, the mountain sprite and the mario sprite .





Step 7:
Add the Accelerometer sensor.

Step 8:
Add 5 clocks

Step 9:

Add a jump sound
This is all for Main screen

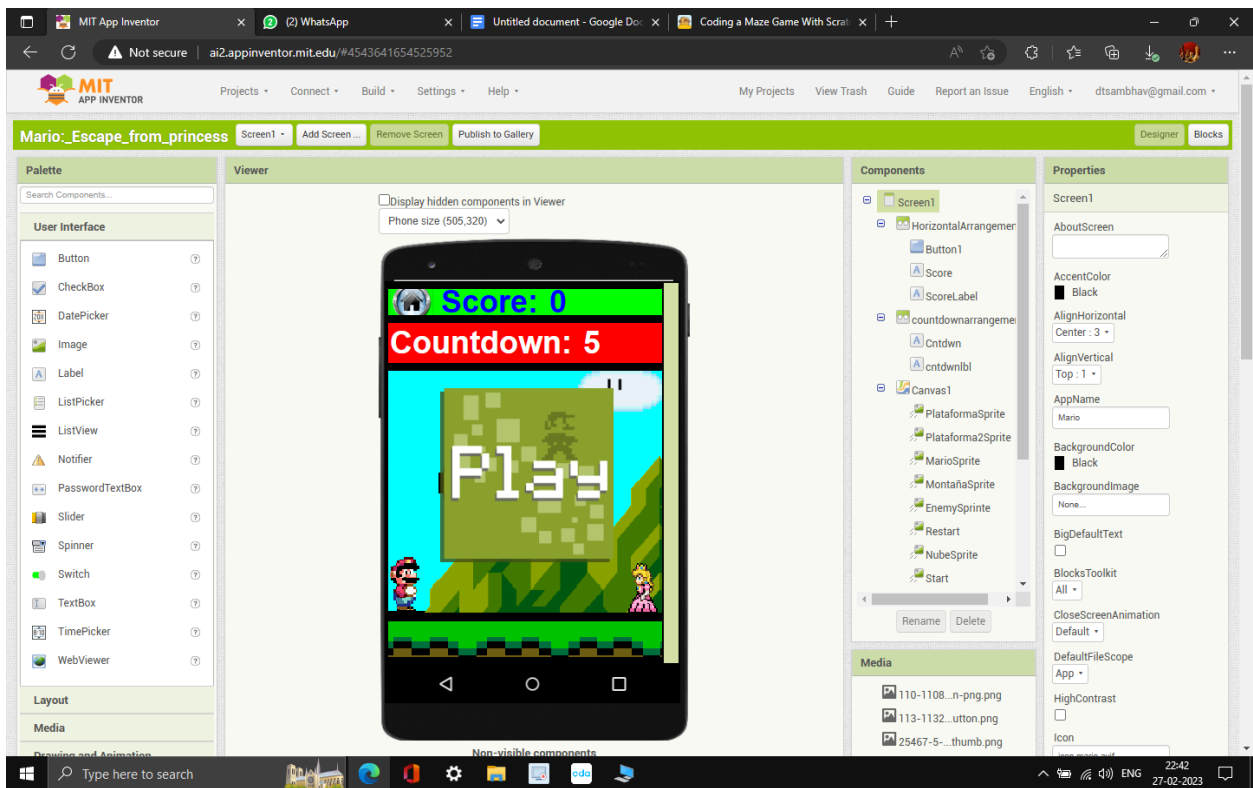
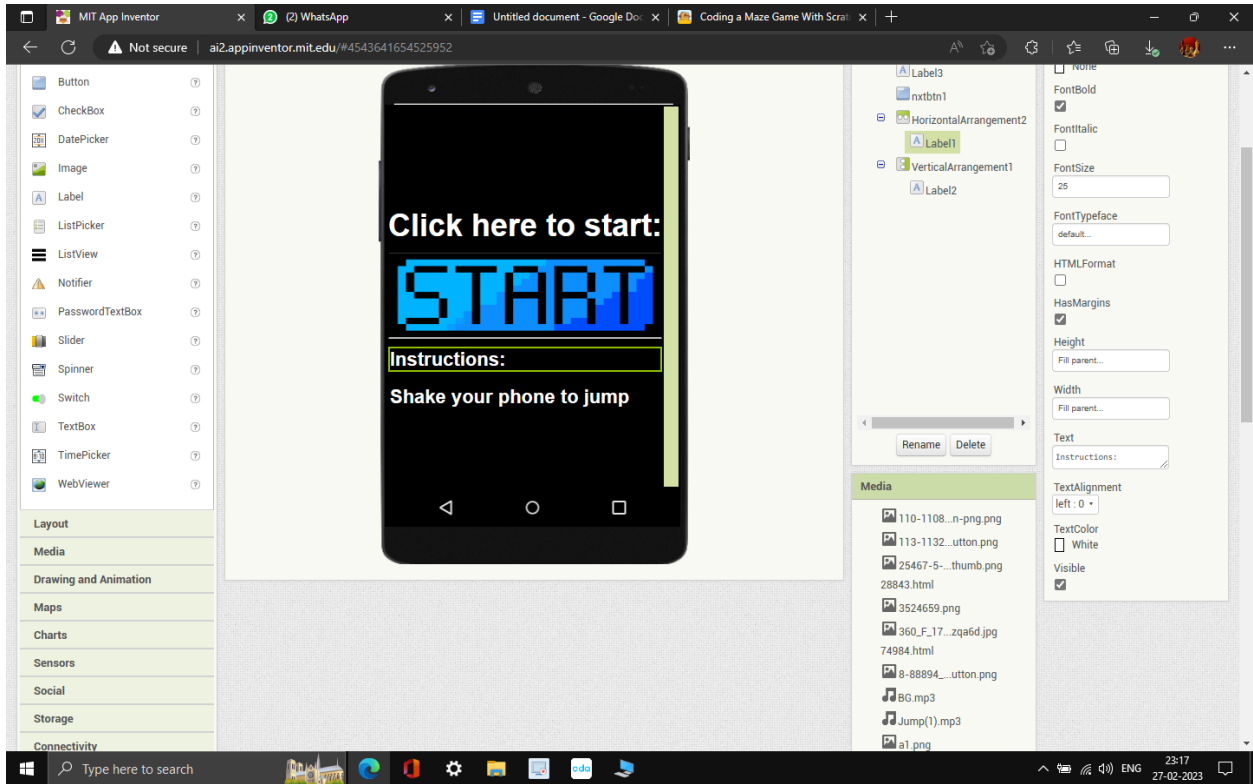
Step 10
Open info screen

Step 11
Add a horizontal Arrangement containing 1 Button and 1 Label
Remove the Text from the Button and in the image section add this
image:



And in the Label Say: "Click here to start"
Make the font color white
Make the screen's Background Black

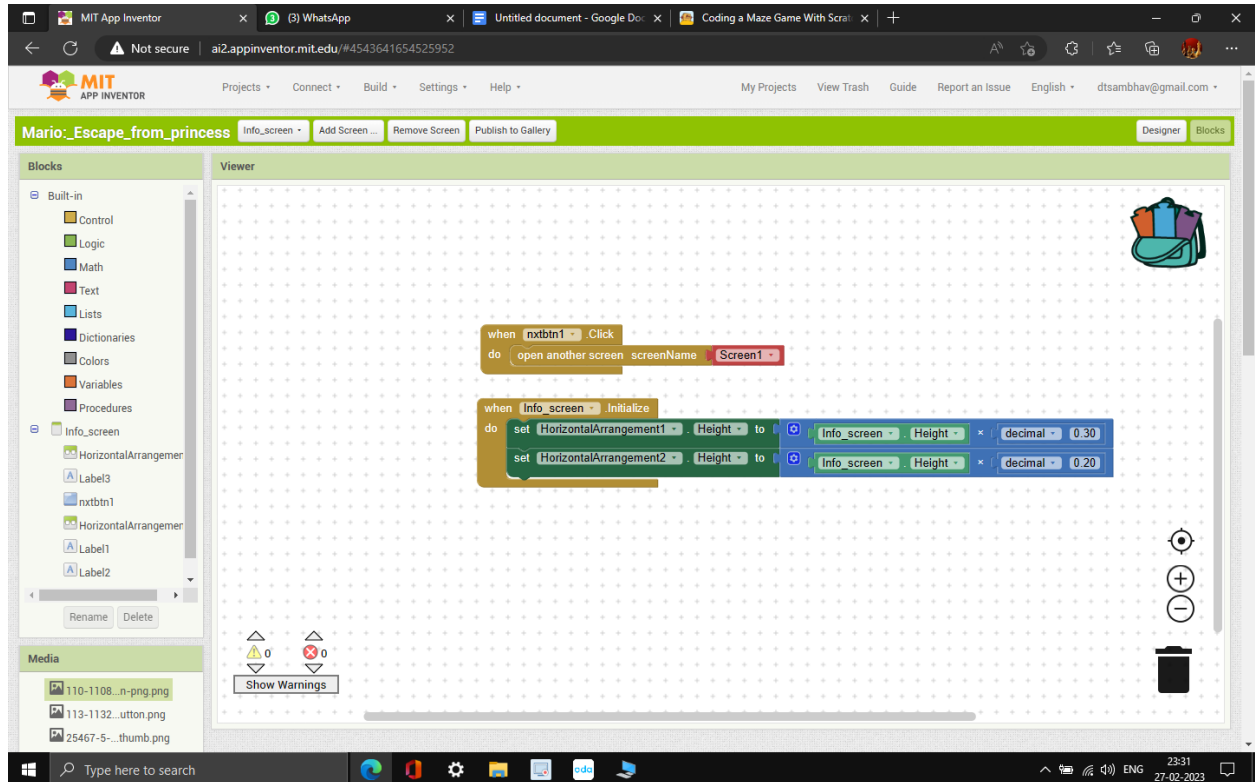
Step 12
Add another Horizontal Arrangement Containing 2 Labels
1st one saying : "Instructions:"
2nd one saying : "Shake your phone to jump"
That's all for the Designing.



CODE

First off, let's start with the code of the info screen.

1: Do this to move to the next screen and position the arrangements.



2: Let's create a procedure called in game and add the code for the count down clock and the code to start

