Donkey Kong

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Abstract

Our final project is the design of a simplified version of the classic arcade game Donkey Kong. In this game, the user will play the role of Mario. The goal is to save the Princess at the top of the game screen. In order to arrive at the Princess, the user will maneuver Mario across a series of barrels which are rolled across a set of elevated platforms by Donkey Kong.

Sprites will be used for the creation of Donkey Kong, the Princess, Mario, and the barrels. The background will consist of a bitmap. Motion detection using an accelerometer will allow the user to control Mario. The user's physical hand movements will serve as the input into the module which controls Mario's onscreen movements. Collision detection between Mario and the barrels will be implemented. In addition, we will create logic to keep score, as well as to keep track of Mario's life counter.