Designing my Mario Land

Include annotations to explain your drawings and to help you build it in the software later

Pseudocode: What I want objects in my game to be programmed to do

Scenario	What happens then?	Pseudocode When... Do...
Mario after bumping a 'mushroom' object	• *He will grow larger* • *He will score 100 points*	• **When bump apple, do grow 50%** • **When bump apple, do score 100 red points**
Mario after bumping a flower		
Mario after bumping a star		
Mario after bumping a heart		
Mario falling off an edge		
Mario bumping into an enemy		
Mario bumping a coin		

Write some pseudocode for other characters and objects in the game

Scenario	What happens then?	Pseudocode When... Do...