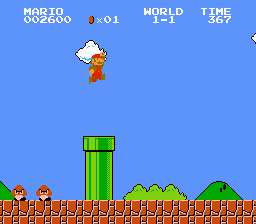
Unfinished replica of the original Mario game.

The following tasks:

1. Fix the errors in the Console window
   1. Enter the Play mode to see them {I fixed the code first since it was preventing me to enter play mood from the beginning}
   2. Explore how the game behaves in different scenarios (for ex. what happens when you collect a certain amount of points) {I commented the function in score manager script that causes unity to crash when score is over 2000}
2. Finish the Level
   1. Use Tilemap to fill in the missing parts {Pipes that look uncompleted has been updated using the Sprites after it has been sliced} {And filled every missing piece of the map using the Tile Palette} {A Castle also has been replaced with a new empty object from sprites}
   2. Make sure that “BrickBreak” GameObjects are destroyed when they are no longer used to produce the Brick Block breaking effect
3. Create the Hidden Block (<https://www.mariowiki.com/Hidden_Block>)
   1. You shouldn’t be able to jump on the block while it’s invisible, use one of the 2D components to achieve that
4. Make the Goal Pole animation using Timeline for the core parts (<https://www.mariowiki.com/Goal_Pole>)
   1. Mario should slide down the pole and walk to the castle
   2. There should be flag coming out of the castle and the fireworks around it
5. Create the UI of the game and arrange it according to the image
   1. There is an object called “ScoreManagerObj” which has a Script “ScoreManager” that tracks time, score and coins count
   2. Target the UI for Standalone (512x512) resolution but make sure it scales well for different resolutions too

To Do Canvas

1. Before you start, make sure there are no errors in the Console window or else it will be a rough ride
2. It seems that Pipes do not look finished. Use Tile Palette to make them complete. {Done}
3. Even some parts of the map are gone. Fix that too! Make sure to fill in every missing piece in the map. {Done}
4. By the way, this block should be invisible before you hit it.
5. You should also make the UI which displays Score, Coins, Timer and Current World. Just like in the original game. {Done}
6. Looks like there's no Goal Pole.
7. You can't finish a game without it, can you?
8. Use Timeline to make a sequence of animations.
9. P.s. don't forget the fireworks!