To Do

1. ~~Implement thud and coin sound.~~
2. Implement coin animation for brick.
3. Brick with coin should change to metal face once no more coins from it.
4. Create brick break animation if Mario is big and hits it.
5. Implement brick breaking when Mario hits it.

joystick button 0 = A  
joystick button 1 = B  
joystick button 2 = X  
joystick button 3 = Y  
joystick button 4 = LB  
joystick button 5 = RB  
joystick button 6 = back button  
joystick button 7 = start button  
joystick button 8 = left analogue stick click  
joystick button 9 = right analogue stick click

Box collider 2D

Offset x 0 y 0.03

Size x 0.5 y 0.59

Circle Collider 2D

Offset x 0 y -0.09

Radius 0.23

Small Big Mario

Box collider

Offset x 0 y 0.02

Size x 0.58 y 1.25

Circle collider 2D

Offset x 0 y -0.38

Radius 0.28