To Do

1. ~~Make sure that mushroom only collides with ground layers. Should go through creatures or player (of course as soon as player touches it, it should disappear and Mario should grow).~~
2. ~~Create Big Mario animation when Mario eats mushroom.~~
3. ~~Be able to control big Mario.~~
4. ~~Have flower come out if Big Mario already big.~~
5. Instantiate flower with collider (and flash animation) when flower animation is done.
6. Implement Big Mario with fire transformation when flower touched.
7. Create brick break animation if Mario is big and hits it.
8. 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