To Do

1. Make sure Goomba creature changes direction when hitting wall or bumping into its friends.
2. Create player killed animation when bumps into goomba.
3. After player killed and animation and sound added, show title screen “1-1” and restart on first level. For now, player will have infinite lives.
4. If player big and bumps into goomba, shrink Mario and have Mario invincible (semi-transparent) for 4 seconds.
5. Implement turtle movement and animation when Mario is in range.
6. Implement turtle stomping on and changing into shell.
7. Implement player kicking of shell.
8. Implement turtle shell changing directions when hitting wall or pipe.
9. Implement turtle knocking over and killing other creatures in the way.
10. Implement turtle shell stopping when super Mario lands on top, and moving again if kinked again (or stomped on again).
11. Check to see if this version of Mario has turtle come out of shell and walk again if too much time has past.
12. Implement star coming out of block.
13. Implement Mario transformation to invincibility when collecting star.
14. Implement ui score implementing.
15. Implement coin amount incrementing.
16. Implement time count down.
17. Add sound that is played at the 100 time mark, and speed up music for the rest of time.
18. If time runs out, Mario is killed. Play killed animation and sound, then show black screen with times up (check with original game, don’t remember original wording) then show screen that shows 1-1 before restarting level again.
19. Create Mario descending flag sequence with fireworks and Mario walking into castle.
20. Create a “thanks for playing demo” screen at the end.
21. Create Mario descending pipe.
22. Implement screen of cave with coins and have Mario dropping into it.
23. Have Mario entering pipe with sound.
24. Implement Mario coming out of pipe in level.
25. Make sure able to pause game like original.
26. Create title screen like original.
27. Create attract mode like original. Cycle through 2 possible attract modes like original.
28. Polish game (At this point, demo should be done. Task and bug fixes will be added).

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