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