To Do

1. Fix camera to react like the original super Mario bros.
2. Make sure that player cannot pass camera view to the left.
3. Change player 1 character to super Mario.
4. Tweak jump to be roughly same height as original.
5. Add acceleration to Mario.
6. Play test and tweak super Mario until close enough (can tweak more later).
7. Add box colliders to bricks and tiles.
8. Add UI. For now, no functionality.
9. Have bricks break.
10. Have question mark animate up with coin animation and 200 pts displayed at the end of animation.