To Do

1. Create brick break animation if Mario is big and hits it.
2. Implement brick breaking when Mario hits it.
3. Create koopa troopa creature, moving and animating when super Mario is in range.
4. Implement stomping of koopa troopa. Should be either built in, or a prefab creature with colliders already in place.
5. Place all koopa troopa where they should be for entire level.
6. Implement turtle movement and animation when Mario is in range.
7. Implement turtle stomping on and changing into shell.
8. Implement player kicking of shell.
9. Implement turtle shell changing directions when hitting wall or pipe.
10. Implement turtle knocking over and killing other creatures in the way.
11. Implement turtle shell stopping when super Mario lands on top, and moving again if kinked again (or stomped on again).
12. Check to see if this version of Mario has turtle come out of shell and walk again if too much time has past.
13. Check to see if jumping turtle in first level.

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