To Do

1. Add brick animation if small Mario hits it. Keep in mind that animation for big Mario will have to be played.
2. Create mushroom animation once Mario hits question mark.
3. Create Big Mario when Mario eats mushroom.
4. Have bricks break.

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