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 when Mario eats mushroom.
3. 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