**Week 7 Notes**

* Everyone needs to use/make their own scene, no-one operates on the “Mario” scene.
* Based on what’s given in the starter, to emulate the video we need to add:
  + Ability to kill enemies
  + Score
  + ~~End/Goal~~
  + Pick-Ups
  + ~~Main menu~~
  + Breakable blocks?
  + Time?
    - Enemy
    - HUD
    - Player/Goal
    - Menu/HUD
    - AUDIO
      * Level music
      * ~~Jump~~
      * ~~Collectible/Coin block~~
      * ~~Squash enemy~~
      * Block break?
      * ~~Power-Up Ability Sounds~~
      * ~~Knock enemies off-level~~
      * ~~Flag pole/Win~~
      * ~~Lose life~~
      * ~~Lose game~~