INSTRUCTIONS:

A simple and alternated version of mario: There is fireball shoot but no upgrading on mario. Your objective is trying to get to the black box on the right, without touching the enemy (or you lose).

Use the Mario Scene

 Objects on Screen:

1. Mario (Player Character):
   - This is the main character that you control.
   - The character can move left, right, and jump, and shoot fireballs

2. Enemy:
   - Moves horizontally.
   - If Mario jumps on the enemy from above, the enemy is destroyed and points are added.

3. Coin:
   - Can be collected by Mario for additional points.

4. Box:
   - If Mario hits the box with his head, he receives points.
   - Once hit, the box turns brown and no more points can be gained from it.

5. End Goal (Black Box):
   - Represents the end of the level.
   - Mario should reach this to complete the level.

6. Score Display:
   - Displays the current score based on coins collected, enemies defeated, and boxes hit.

Player's Controls:

- Left Arrow or "A": Move Left
- Right Arrow or "D": Move Right
- Space Bar: Jump
- "F": Shoot fireball
- Y (when game is stopped): Restart the game

Scoring:

- Collecting a Coin: +1 points
- Defeating an Enemy by jumping on it: +1 points
- Hitting a Box with Mario's head: +1 points (only once per box)

Game End Conditions:

- Win: Mario reaches the End Goal (Black Box).
  - A victory screen will be displayed showing the final score.
  - Press 'Y' to restart the game.

- Lose: If Mario collides with an enemy without jumping on it.
  - A failure screen will be displayed with the message "You have died to the enemy".
  - Press 'Y' to restart the game.