Priorities:

Get Menu Image
Gather Sprites
Get Level 1 (and secret pipe?) Background Image
Gather Sounds
Draw Buttons where Menu Image indicates
Make buttons interactive (temporarily shows that it can be clicked)
Set up Timer for frames
Create arrays for sprite animation
*******Finite State Machine(?)*******
Implement play button to run_game()
Draw all starting sprites and background image to canvas (where menu displayed them)
Set up Controls for Mario and background image
    a. if mario moving right and mario.centerx == screen.centerx, move the background image left
    b. if mario moving left, stop the background image and move mario
    c. if bg_image.rect.right == screen.rect.right, stop moving background image and move mario
Set up spawn locations and frames of enemies
    a. for example, goomba spawns when bg_image.x == some magical x value
    b. the same will apply for all other enemies
    c. hoping for a better solution
Set up spawn locations of coins, breakable blocks and ‘random’ boxes
    a. probably implement with magic numbers (like previous task)
Set up collision detection (sprite instead of rect if possible within time frame)
    a. if pygame.colliderect(mario, enemy): if mario.bottom == enemy.top: hurt enemy elif !mario.adult: mario.death() else: mario.adult = FALSE
    b. if pygame.colliderect(mario, coin) or pygame.colliderect(mario, coin_block): ++coin_score
    c. if pygame.colliderect(mario, breakable_block): if not mario.adult: bounce off of block else: break the block
    d. if pygame.colliderect(mario, mystery_block): if not mystery_block.star: mushroom.spawn() else: star.spawn()
Set up level completion
    a. animate level transition
    b. increment level
    c. draw new map

Most of this should be easy to implement if our previous projects are well-written.