**TABLA DE TEXTURAS**

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| Numero | Textura | Comentario |
| 1 | Fondo Menú |  |
| 2 | Fondo juego |  |
| 3 | Botón Jugar | SpriteSheet con la animación del botón |
| 4 | Botón Salir | “ |
| 5 | Botón Menú | “ |
| 6 | Botón Volver | “ |
| 7 | TileSet | Prototipo(50x99) |
| 8 | Player Cazador |  |
| 9 | Arbol cutre | 200x100 |
| 10 | Caja colision | 20x20 |
| 11 | SpriteSheet Jugador | 192x256 |
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