**Flowchart of the Game**

MAIN MENU SCREEN

NEW GAME?

CONTINUE GAME?

OPTION?

INITIALIZE OPTIONS

FREEZE MOVEMENT

PROCEED MOVEMENT

PLAY NEXT EVENT

YES

DID USER CAUGHT EVENT?

YES

NO

LOAD SAVED GAME

YES

NO

YES

NO

USER BATTLE?

NO

YES

BATTLE SYSTEM

GAME OVER SCREEN

USED ATTACK?

ATTACK FORMULA

YES YES

USER DIE IN GAME?

NO NO

USED MAGIC?

MAGIC FORMULA

YES

USE ITEM FORMULA

NO YES

USED ITEM?

HAS EQUIPMENT?

USED GUARD?

NO NO

YES YES NO

GUARD FORMULA

OPEN INVENTORY

DID USER WIN BATTLE?

NO

USER OPEN MENU?

INITIALIZE VICTORY

YES

USER CHOOSE FORMATION?

OPEN FORMATION

USER CHOOSE SKILLS?

OPEN SKILLS MENU

USER CHOOSE OPTIONS?

OPEN OPTIONS MENU

NO YES

YES

NO

YES

YES

USER CHOOSE GAME END?

YES

NO

USER CHOOSE SAVE?

YES

OPEN SAVE MENU

NO

USER CLOSED MENU?

YES

NO

Project Proposal

Advanced Multimedia BSM CS 3B G2

Submitted to: Engr. Evangeline Gonzales

Submitted by: Alfaro, Amelito B.

dela Cruz, Gil Andrie C.

Galasan, Joshua Alfred R.

Guevarra, Adrian B.

Nebrija, Mark Aaron V.



**I. TITLE:** Neko Knights (A Role Playing Game)

**II. OCBJECTIVE:**

* Entertain everyone, people who like cats, offers sufficient amusement.
* Immerse oneself through character interaction.
* Discover new areas in the game.

**III. PRODUCT CATEGORY:** Entertainment

**IV. TARGET AUDIENCE:** Gamers & Cat Lovers

* **Attention:** The cleverness of the game will be shown in our packaging to draw out the curiosity of everyone that sees it.
* **Interest:** The title is inspire by the word Neko which means cat in Japanese. Cats are famous pet in Japan. They are God’s messenger that’s why Japanese respect cats. Neko Knights are cats that play the roles of knights that protect their kingdom.
* **Desire:** The uniqueness of the game will catch the attention of the players through different characters and the cleverness of the story that makes the player more curious. Everyone will be interested in the game because of the retro RPG graphics with added special features.
* **Action:** The main focus of the game is to entertain everyone that it offers sufficient amusement. The game lets you experience to immerse oneself through character interactions while discovering new areas within the game.

**V. CONCEPT/THEME**

Neko Knights (A Role Playing Game) is a retro RPG where the characters have resemblance of cats and because of the uniqueness of the game, the game will attract players to play the game. There are many characters in the game, and it has a story, which will make the players more curious and interested. The game focuses on entertaining everyone and to have the experience in the situation of the characters within the storyline.

**VI. PRODUCT ENVIRONMENT:**

Workstation#1(Programmer's Workstation)

**Hardware:**

Mouse

Internet Connection/Wi-Fi Connection

Google Chrome browser

USB Flash Drive/External Hard Drive

Laptop#1

Processor: Intel(R) Core(TM) i5-32 CPU @ 2.50 GHz (4CPUs), ~2.5GHz

Memory: 4GB RAM

Operating System: Windows 10 Pro (64-bit)

**Software:**

Adobe Photoshop CC 2015

Paint Tool SAI

Microsoft Office 2015

RPG MAKER MV

Workstation#2(Graphic Designer's Workstation)

**Hardware:**

Mouse

Internet Connection/Wi-Fi Connection

Google Chrome browser

Printer: HP Inkjet

USB Flash Drive/External Hard Drive

Headphones

Laptop#2

Processor: Intel(R) Core(TM) i5-5200 CPU @ 2.20 GHz (4CPUs), ~2.2GHz

Memory: 8GB RAM

Operating System: Windows 10 Home Single Language (64-bit)

**Software:**

Adobe Photoshop CC 2015

Paint Tool SAI

Sony Vegas Pro 2012

Microsoft Office 2015

Workstation#3(Researcher's Workstation)

**Hardware:**

Mouse

Internet Connection/Wi-Fi Connection

Google Chrome browser

USB Flash Drive/External Hard Drive

Headphones

Laptop#3

Processor: Intel(R) Core(TM) i5-5200 CPU @ 2.20 GHz (4CPUs), ~2.2GHz

Memory: 8GB RAM

Operating System: Windows 10 (64-bit)

**Software:**

Adobe Photoshop CC 2015

Paint Tool SAI

Microsoft Office 2015

**VII. PROJECT TEAM:**

Producer/Quality Assurance Engineer/Programmer:

Amelito B. Alfaro

Amelito is the producer, he is responsible for the totality of the development process of the project. He is in charge of the job of gathering forces who will create the project, supervising them with the hands-on work and responsibilities to build the project and do the conceptualization to commission everything for the project. He is also the Quality Assurance Engineer, he is responsible for compilation of the reports after the field tests. He should be present during product planning to bring into the project insights about field testing of the product for assured quality. He is also the Programmer, a professional with superior skills in coding or creating set of instructions for a particular computer as solution to a problem and at the same time with sense of creativeness & user-friendliness characteristics for the multimedia project.

Project Manager/Sound Specialist/Writer:

Gil Andrie C. dela Cruz

Gil is the Project Manager is the one responsible for daily or day-to-day supervision of the production. He is also the Sound Specialist, a talented professional on choosing good and proper sound effects, background music and recording skills and other important matters pertaining to the harmonious matching of the scenes the audio effects of the multimedia project. He is also the Writer, a professional with excellent communication skills and experience in online writing.



Programmer/Graphics Editor: Adrian B. Guevarra

Adrian is the Graphics Editor, he is responsible for the visual appeal of the text, still images and the like form of graphics in the project. He is also the Programmer, a professional with superior skills in coding or creating set of instructions for a particular computer as solution to a problem and at the same time with sense of creativeness & user-friendliness characteristics for the multimedia project.

Asst. Interface Designer/Researcher:

Joshua Alfred R, Galasan

Joshua is the Interface Designer, he is responsible for taking into account various perceptions and creating front end that help satisfy the target population or as many people as possible. He is also the Researcher, a professional with excellent skills and experience in researching for the project.



Art Director/Graphics Editor/Interface Designer:

Mark Aaron V. Nebrija

Mark Aaron is the Art Director, he is responsible for the visual appeal of the whole multimedia project. He is also the Graphics Editor, he is the one responsible for the visual appeal of the text, still images and the like form of graphics in the project. And the Interface Designer, who is responsible for taking into account various perceptions and creating front end that help satisfy the target population or as many people as possible.

**VIII: PACKAGING:**

CD Sticker



 CD Case

Packaging

Source Codes:

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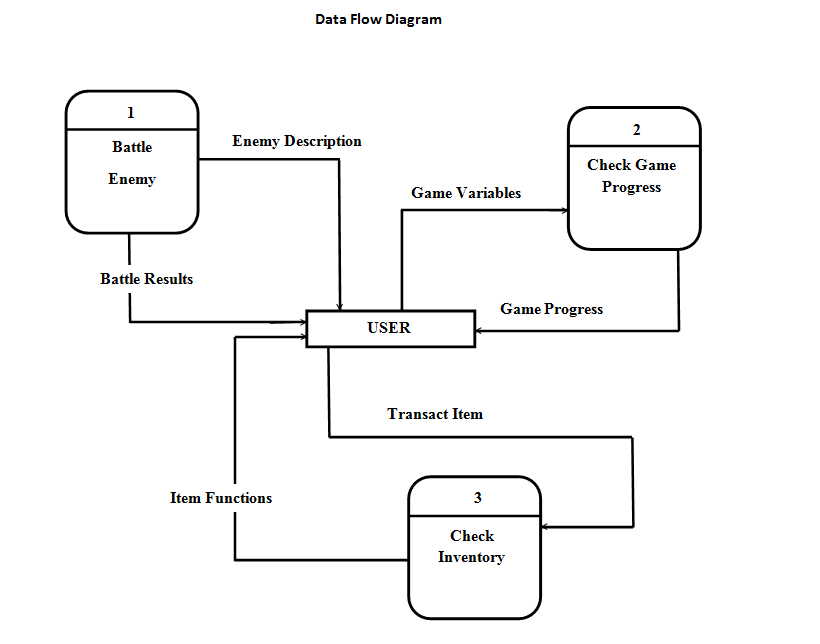
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**DFD Level 1, Game Progress**

**User Decisions**

**USER**

**Character**

**Database Deletion**

**Database Alteration**

**Database Loading**

**Delete Game**

**Load Game**

**Save Game**

**2.1**

**2.1**

**2.1**

**DFD Level 1, Enemy**

**USER**

**Enemy Decisions**

**Character experience**

**User Decisions**

**1.2**

**1.1**

**Character experience increase**

**CHARACTER**

**Enemy Variables**

**ENEMY**

**DFD Level1, Inventory**

**USER**

**CHARACTER**

**Item Quantity Decrement**

**Item Equipped**

**Item Increment**

**Item Quantity Increment**

**Use Items**

**Equip Items**

**Sell Items**

**Buy Items**

**User Decisions**

**3.4**

**3.3**

**3.2**

**3.1**

Untitled.png

Start New Game

start\_new\_game

new\_game

Change Info

change\_info

option

menu

start

Load Game

load\_game

continue

Start

new\_game

continue

option

Exit

end\_game

exit

game\_info

GDS

send\_info

change\_data

save\_game

end\_game

menu

gds

battle

Damage Calculation

life\_points\_reduction

flee\_battle

reduce\_damage

battle

Battle

damage\_calculation

escape\_battle

defend

battle

gds

Menu

open\_inventory

view\_character

check\_status

battle\_formation

option

save\_game

equip

exit

menu

gds

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|  | Explosion2.m4a |  | 256/Standard | Special Effect Sound |
|  | Explosion2.ogg |  | 256/Standard | Special Effect Sound |
|  | Fall.m4a |  | 256/Standard | Special Effect Sound |
|  | Fall.ogg |  | 256/Standard | Special Effect Sound |
|  | Fire1.m4a |  | 256/Standard | Special Effect Sound |
|  | Fire1.ogg |  | 256/Standard | Special Effect Sound |
|  | Fire2.m4a |  | 256/Standard | Special Effect Sound |
|  | Fire2.ogg |  | 256/Standard | Special Effect Sound |
|  | Fire3.m4a |  | 256/Standard | Special Effect Sound |
|  | Fire3.ogg |  | 256/Standard | Special Effect Sound |
|  | Flash1.m4a |  | 256/Standard | Special Effect Sound |
|  | Flash1.ogg |  | 256/Standard | Special Effect Sound |
|  | Flash2.m4a |  | 256/Standard | Special Effect Sound |
|  | Flash2.ogg |  | 256/Standard | Special Effect Sound |
|  | Frog.m4a |  | 256/Standard | Special Effect Sound |
|  | Frog.ogg |  | 256/Standard | Special Effect Sound |
|  | Growl.m4a |  | 256/Standard | Special Effect Sound |
|  | Growl.ogg |  | 256/Standard | Special Effect Sound |
|  | Gun1.m4a |  | 256/Standard | Special Effect Sound |
|  | Gun1.ogg |  | 256/Standard | Special Effect Sound |
|  | Gun2.m4a |  | 256/Standard | Special Effect Sound |
|  | Gun2.ogg |  | 256/Standard | Special Effect Sound |
|  | Hammer.m4a |  | 256/Standard | Special Effect Sound |
|  | Hammer.ogg |  | 256/Standard | Special Effect Sound |
|  | Heal1.m4a |  | 256/Standard | Special Effect Sound |
|  | Heal1.ogg |  | 256/Standard | Special Effect Sound |
|  | Heal2.m4a |  | 256/Standard | Special Effect Sound |
|  | Heal2.ogg |  | 256/Standard | Special Effect Sound |
|  | Heal3.m4a |  | 256/Standard | Special Effect Sound |
|  | Heal3.ogg |  | 256/Standard | Special Effect Sound |
|  | Horn.m4a |  | 256/Standard | Special Effect Sound |
|  | Horn.ogg |  | 256/Standard | Special Effect Sound |
|  | Horse.m4a |  | 256/Standard | Special Effect Sound |
|  | Horse.ogg |  | 256/Standard | Special Effect Sound |
|  | Ice1.m4a |  | 256/Standard | Special Effect Sound |
|  | Ice1.ogg |  | 256/Standard | Special Effect Sound |
|  | Ice2.m4a |  | 256/Standard | Special Effect Sound |
|  | Ice2.ogg |  | 256/Standard | Special Effect Sound |
|  | Ice3.m4a |  | 256/Standard | Special Effect Sound |
|  | Ice3.ogg |  | 256/Standard | Special Effect Sound |
|  | Ice4.m4a |  | 256/Standard | Special Effect Sound |
|  | Ice4.ogg |  | 256/Standard | Special Effect Sound |
|  | Ice5.m4a |  | 256/Standard | Special Effect Sound |
|  | Ice5.ogg |  | 256/Standard | Special Effect Sound |
|  | Item1.m4a |  | 256/Standard | Special Effect Sound |
|  | Item1.ogg |  | 256/Standard | Special Effect Sound |
|  | Item2.m4a |  | 256/Standard | Special Effect Sound |
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|  | Item3.m4a |  | 256/Standard | Special Effect Sound |
|  | Item3.ogg |  | 256/Standard | Special Effect Sound |
|  | Jump1.m4a |  | 256/Standard | Special Effect Sound |
|  | Jump1.ogg |  | 256/Standard | Special Effect Sound |
|  | Jump2.m4a |  | 256/Standard | Special Effect Sound |
|  | Jump2.ogg |  | 256/Standard | Special Effect Sound |
|  | Key.m4a |  | 256/Standard | Special Effect Sound |
|  | Key.ogg |  | 256/Standard | Special Effect Sound |
|  | Knock.m4a |  | 256/Standard | Special Effect Sound |
|  | Knock.ogg |  | 256/Standard | Special Effect Sound |
|  | Laser1.m4a |  | 256/Standard | Special Effect Sound |
|  | Laser1.ogg |  | 256/Standard | Special Effect Sound |
|  | Laser2.m4a |  | 256/Standard | Special Effect Sound |
|  | Laser2.ogg |  | 256/Standard | Special Effect Sound |
|  | Laugh.m4a |  | 256/Standard | Special Effect Sound |
|  | Laugh.ogg |  | 256/Standard | Special Effect Sound |
|  | Launch.m4a |  | 256/Standard | Special Effect Sound |
|  | Launch.ogg |  | 256/Standard | Special Effect Sound |
|  | Leakage.m4a |  | 256/Standard | Special Effect Sound |
|  | Leakage.ogg |  | 256/Standard | Special Effect Sound |
|  | Liquid.m4a |  | 256/Standard | Special Effect Sound |
|  | Liquid.ogg |  | 256/Standard | Special Effect Sound |
|  | Load.m4a |  | 256/Standard | Special Effect Sound |
|  | Load.ogg |  | 256/Standard | Special Effect Sound |
|  | Machine.m4a |  | 256/Standard | Special Effect Sound |
|  | Machine.ogg |  | 256/Standard | Special Effect Sound |
|  | Magic1.m4a |  | 256/Standard | Special Effect Sound |
|  | Magic1.ogg |  | 256/Standard | Special Effect Sound |
|  | Magic2.m4a |  | 256/Standard | Special Effect Sound |
|  | Magic2.ogg |  | 256/Standard | Special Effect Sound |
|  | Magic3.m4a |  | 256/Standard | Special Effect Sound |
|  | Magic3.ogg |  | 256/Standard | Special Effect Sound |
|  | Magic4.m4a |  | 256/Standard | Special Effect Sound |
|  | Magic4.ogg |  | 256/Standard | Special Effect Sound |
|  | Miss.m4a |  | 256/Standard | Special Effect Sound |
|  | Miss.ogg |  | 256/Standard | Special Effect Sound |
|  | Monster1.m4a |  | 256/Standard | Special Effect Sound |
|  | Monster1.ogg |  | 256/Standard | Special Effect Sound |
|  | Monster2.m4a |  | 256/Standard | Special Effect Sound |
|  | Monster2.ogg |  | 256/Standard | Special Effect Sound |
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|  | Monster4.m4a |  | 256/Standard | Special Effect Sound |
|  | Monster4.ogg |  | 256/Standard | Special Effect Sound |
|  | Monster5.m4a |  | 256/Standard | Special Effect Sound |
|  | Monster5.ogg |  | 256/Standard | Special Effect Sound |
|  | Move1.m4a |  | 256/Standard | Special Effect Sound |
|  | Move1.ogg |  | 256/Standard | Special Effect Sound |
|  | Move2.m4a |  | 256/Standard | Special Effect Sound |
|  | Move2.ogg |  | 256/Standard | Special Effect Sound |
|  | Move3.m4a |  | 256/Standard | Special Effect Sound |
|  | Move3.ogg |  | 256/Standard | Special Effect Sound |
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|  | Move4.ogg |  | 256/Standard | Special Effect Sound |
|  | Move5.m4a |  | 256/Standard | Special Effect Sound |
|  | Move5.ogg |  | 256/Standard | Special Effect Sound |
|  | Neon.m4a |  | 256/Standard | Special Effect Sound |
|  | Neon.ogg |  | 256/Standard | Special Effect Sound |
|  | Noise.m4a |  | 256/Standard | Special Effect Sound |
|  | Noise.ogg |  | 256/Standard | Special Effect Sound |
|  | Open1.m4a |  | 256/Standard | Special Effect Sound |
|  | Open1.ogg |  | 256/Standard | Special Effect Sound |
|  | Open2.m4a |  | 256/Standard | Special Effect Sound |
|  | Open2.ogg |  | 256/Standard | Special Effect Sound |
|  | Open3.m4a |  | 256/Standard | Special Effect Sound |
|  | Open3.ogg |  | 256/Standard | Special Effect Sound |
|  | Open4.m4a |  | 256/Standard | Special Effect Sound |
|  | Open4.ogg |  | 256/Standard | Special Effect Sound |
|  | Open5.m4a |  | 256/Standard | Special Effect Sound |
|  | Open5.ogg |  | 256/Standard | Special Effect Sound |
|  | Paralyze1.m4a |  | 256/Standard | Special Effect Sound |
|  | Paralyze1.ogg |  | 256/Standard | Special Effect Sound |
|  | Paralyze2.m4a |  | 256/Standard | Special Effect Sound |
|  | Paralyze2.ogg |  | 256/Standard | Special Effect Sound |
|  | Paralyze3.m4a |  | 256/Standard | Special Effect Sound |
|  | Paralyze3.ogg |  | 256/Standard | Special Effect Sound |
|  | Parry.m4a |  | 256/Standard | Special Effect Sound |
|  | Parry.ogg |  | 256/Standard | Special Effect Sound |
|  | Phone.m4a |  | 256/Standard | Special Effect Sound |
|  | Phone.ogg |  | 256/Standard | Special Effect Sound |
|  | Poison.m4a |  | 256/Standard | Special Effect Sound |
|  | Poison.ogg |  | 256/Standard | Special Effect Sound |
|  | Pollen.m4a |  | 256/Standard | Special Effect Sound |
|  | Pollen.ogg |  | 256/Standard | Special Effect Sound |
|  | Powerup.m4a |  | 256/Standard | Special Effect Sound |
|  | Powerup.ogg |  | 256/Standard | Special Effect Sound |
|  | Push.m4a |  | 256/Standard | Special Effect Sound |
|  | Push.ogg |  | 256/Standard | Special Effect Sound |
|  | Raise1.m4a |  | 256/Standard | Special Effect Sound |
|  | Raise1.ogg |  | 256/Standard | Special Effect Sound |
|  | Raise2.m4a |  | 256/Standard | Special Effect Sound |
|  | Raise2.ogg |  | 256/Standard | Special Effect Sound |
|  | Recovery.m4a |  | 256/Standard | Special Effect Sound |
|  | Recovery.ogg |  | 256/Standard | Special Effect Sound |
|  | Reflection.m4a |  | 256/Standard | Special Effect Sound |
|  | Reflection.ogg |  | 256/Standard | Special Effect Sound |
|  | Run.m4a |  | 256/Standard | Special Effect Sound |
|  | Run.ogg |  | 256/Standard | Special Effect Sound |
|  | Saint1.m4a |  | 256/Standard | Special Effect Sound |
|  | Saint1.ogg |  | 256/Standard | Special Effect Sound |
|  | Saint2.m4a |  | 256/Standard | Special Effect Sound |
|  | Saint2.ogg |  | 256/Standard | Special Effect Sound |
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|  | Saint3.ogg |  | 256/Standard | Special Effect Sound |
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|  | Saint4.ogg |  | 256/Standard | Special Effect Sound |
|  | Saint5.m4a |  | 256/Standard | Special Effect Sound |
|  | Saint5.ogg |  | 256/Standard | Special Effect Sound |
|  | Sand.m4a |  | 256/Standard | Special Effect Sound |
|  | Sand.ogg |  | 256/Standard | Special Effect Sound |
|  | Save.m4a |  | 256/Standard | Special Effect Sound |
|  | Save.ogg |  | 256/Standard | Special Effect Sound |
|  | Scream.m4a |  | 256/Standard | Special Effect Sound |
|  | Scream.ogg |  | 256/Standard | Special Effect Sound |
|  | Sheep.m4a |  | 256/Standard | Special Effect Sound |
|  | Sheep.ogg |  | 256/Standard | Special Effect Sound |
|  | Shop1.m4a |  | 256/Standard | Special Effect Sound |
|  | Shop1.ogg |  | 256/Standard | Special Effect Sound |
|  | Shop2.m4a |  | 256/Standard | Special Effect Sound |
|  | Shop2.ogg |  | 256/Standard | Special Effect Sound |
|  | Shot1.m4a |  | 256/Standard | Special Effect Sound |
|  | Shot1.ogg |  | 256/Standard | Special Effect Sound |
|  | Shot2.m4a |  | 256/Standard | Special Effect Sound |
|  | Shot2.ogg |  | 256/Standard | Special Effect Sound |
|  | Shot3.m4a |  | 256/Standard | Special Effect Sound |
|  | Shot3.ogg |  | 256/Standard | Special Effect Sound |
|  | Silence.m4a |  | 256/Standard | Special Effect Sound |
|  | Silence.ogg |  | 256/Standard | Special Effect Sound |
|  | Siren.m4a |  | 256/Standard | Special Effect Sound |
|  | Siren.ogg |  | 256/Standard | Special Effect Sound |
|  | Skill1.m4a |  | 256/Standard | Special Effect Sound |
|  | Skill1.ogg |  | 256/Standard | Special Effect Sound |
|  | Skill2.m4a |  | 256/Standard | Special Effect Sound |
|  | Skill2.ogg |  | 256/Standard | Special Effect Sound |
|  | Skill3.m4a |  | 256/Standard | Special Effect Sound |
|  | Skill3.ogg |  | 256/Standard | Special Effect Sound |
|  | Slash1.m4a |  | 256/Standard | Special Effect Sound |
|  | Slash1.ogg |  | 256/Standard | Special Effect Sound |
|  | Slash2.m4a |  | 256/Standard | Special Effect Sound |
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|  | Slash3.m4a |  | 256/Standard | Special Effect Sound |
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|  | Slash4.m4a |  | 256/Standard | Special Effect Sound |
|  | Slash4.ogg |  | 256/Standard | Special Effect Sound |
|  | Slash5.m4a |  | 256/Standard | Special Effect Sound |
|  | Slash5.ogg |  | 256/Standard | Special Effect Sound |
|  | Sleep.m4a |  | 256/Standard | Special Effect Sound |
|  | Sleep.ogg |  | 256/Standard | Special Effect Sound |
|  | Sound1.m4a |  | 256/Standard | Special Effect Sound |
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|  | Sound2.m4a |  | 256/Standard | Special Effect Sound |
|  | Sound2.ogg |  | 256/Standard | Special Effect Sound |
|  | Sound3.m4a |  | 256/Standard | Special Effect Sound |
|  | Sound3.ogg |  | 256/Standard | Special Effect Sound |
|  | Splash.m4a |  | 256/Standard | Special Effect Sound |
|  | Splash.ogg |  | 256/Standard | Special Effect Sound |
|  | Stare.m4a |  | 256/Standard | Special Effect Sound |
|  | Stare.ogg |  | 256/Standard | Special Effect Sound |
|  | Starlight.m4a |  | 256/Standard | Special Effect Sound |
|  | Starlight.ogg |  | 256/Standard | Special Effect Sound |
|  | Switch1.m4a |  | 256/Standard | Special Effect Sound |
|  | Switch1.ogg |  | 256/Standard | Special Effect Sound |
|  | Switch2.m4a |  | 256/Standard | Special Effect Sound |
|  | Switch2.ogg |  | 256/Standard | Special Effect Sound |
|  | Switch3.m4a |  | 256/Standard | Special Effect Sound |
|  | Switch3.ogg |  | 256/Standard | Special Effect Sound |
|  | Sword1.m4a |  | 256/Standard | Special Effect Sound |
|  | Sword1.ogg |  | 256/Standard | Special Effect Sound |
|  | Sword2.m4a |  | 256/Standard | Special Effect Sound |
|  | Sword2.ogg |  | 256/Standard | Special Effect Sound |
|  | Sword3.m4a |  | 256/Standard | Special Effect Sound |
|  | Sword3.ogg |  | 256/Standard | Special Effect Sound |
|  | Sword4.m4a |  | 256/Standard | Special Effect Sound |
|  | Sword4.ogg |  | 256/Standard | Special Effect Sound |
|  | Sword5.m4a |  | 256/Standard | Special Effect Sound |
|  | Sword5.ogg |  | 256/Standard | Special Effect Sound |
|  | Teleport.m4a |  | 256/Standard | Special Effect Sound |
|  | Teleport.ogg |  | 256/Standard | Special Effect Sound |
|  | Thunder1.m4a |  | 256/Standard | Special Effect Sound |
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|  | Thunder2.ogg |  | 256/Standard | Special Effect Sound |
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|  | Thunder5.ogg |  | 256/Standard | Special Effect Sound |
|  | Thunder6.m4a |  | 256/Standard | Special Effect Sound |
|  | Thunder6.ogg |  | 256/Standard | Special Effect Sound |
|  | Thunder7.m4a |  | 256/Standard | Special Effect Sound |
|  | Thunder7.ogg |  | 256/Standard | Special Effect Sound |
|  | Thunder8.m4a |  | 256/Standard | Special Effect Sound |
|  | Thunder8.ogg |  | 256/Standard | Special Effect Sound |
|  | Thunder9.m4a |  | 256/Standard | Special Effect Sound |
|  | Thunder9.ogg |  | 256/Standard | Special Effect Sound |
|  | Thunder10.m4a |  | 256/Standard | Special Effect Sound |
|  | Thunder10.ogg |  | 256/Standard | Special Effect Sound |
|  | Transceiver.m4a |  | 256/Standard | Special Effect Sound |
|  | Transceiver.ogg |  | 256/Standard | Special Effect Sound |
|  | Twine.m4a |  | 256/Standard | Special Effect Sound |
|  | Twine.ogg |  | 256/Standard | Special Effect Sound |
|  | Up1.m4a |  | 256/Standard | Special Effect Sound |
|  | Up1.ogg |  | 256/Standard | Special Effect Sound |
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|  | Up4.m4a |  | 256/Standard | Special Effect Sound |
|  | Up4.ogg |  | 256/Standard | Special Effect Sound |
|  | Water1.m4a |  | 256/Standard | Special Effect Sound |
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|  | Water4.ogg |  | 256/Standard | Special Effect Sound |
|  | Water5.m4a |  | 256/Standard | Special Effect Sound |
|  | Water5.ogg |  | 256/Standard | Special Effect Sound |
|  | Wind1.m4a |  | 256/Standard | Special Effect Sound |
|  | Wind1.ogg |  | 256/Standard | Special Effect Sound |
|  | Wind2.m4a |  | 256/Standard | Special Effect Sound |
|  | Wind2.ogg |  | 256/Standard | Special Effect Sound |
|  | Wind3.m4a |  | 256/Standard | Special Effect Sound |
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|  | Wind5.m4a |  | 256/Standard | Special Effect Sound |
|  | Wind5.ogg |  | 256/Standard | Special Effect Sound |
|  | Wind6.m4a |  | 256/Standard | Special Effect Sound |
|  | Wind6.ogg |  | 256/Standard | Special Effect Sound |
|  | Wind7.m4a |  | 256/Standard | Special Effect Sound |
|  | Wind7.ogg |  | 256/Standard | Special Effect Sound |
|  | Wolf.m4a |  | 256/Standard | Special Effect Sound |
|  | Wolf.ogg |  | 256/Standard | Special Effect Sound |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| NO. | File Name | Scene Name | Size | Color/Palette | Notes |
|  | Absorb.png |  | 960 x 960 | 256/Standard | For Animation |
|  | ArrowSpecial.png |  | 960 x 576 | 256/Standard | For Animation |
|  | Blow.png |  | 960 x 384 | 256/Standard | For Animation |
|  | Breath.png |  | 960 x 576 | 256/Standard | For Animation |
|  | Claw.png |  | 960 x 384 | 256/Standard | For Animation |
|  | ClawPhoton.png |  | 960 x 384 | 256/Standard | For Animation |
|  | ClawSpecial1.png |  | 960 x 960 | 256/Standard | For Animation |
|  | ClawSpecial2.png |  | 960 x 960 | 256/Standard | For Animation |
|  | Cure1.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | Cure2.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | Cure3.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | Cure4.png |  | 960 x 576 | 256/Standard | For Animation |
|  | Curse.png |  | 960 x 768 | 256/Standard | For Animation |
|  | Darkness1.png |  | 960 x 768 | 256/Standard | For Animation |
|  | Darkness2.png |  | 960 x 960 | 256/Standard | For Animation |
|  | Darkness3.png |  | 960 x 384 | 256/Standard | For Animation |
|  | Darkness4.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | Darkness5.png |  | 960 x 960 | 256/Standard | For Animation |
|  | Earth1.png |  | 960 x 960 | 256/Standard | For Animation |
|  | Earth2.png |  | 960 x 768 | 256/Standard | For Animation |
|  | Earth3.png |  | 960 x 384 | 256/Standard | For Animation |
|  | Earth4.png |  | 960 x 384 | 256/Standard | For Animation |
|  | Earth5.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | Explosion1.png |  | 960 x 576 | 256/Standard | For Animation |
|  | Explosion2.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | Fire1.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | Fire2.png |  | 960 x 384 | 256/Standard | For Animation |
|  | Fire3.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | Flash.png |  | 960 x 576 | 256/Standard | For Animation |
|  | Gun1.png |  | 960 x 960 | 256/Standard | For Animation |
|  | Gun2.png |  | 960 x 960 | 256/Standard | For Animation |
|  | Gun3.png |  | 960 x 768 | 256/Standard | For Animation |
|  | Hit1.png |  | 768 x 192 | 256/Standard | For Animation |
|  | Hit2.png |  | 576 x 192 | 256/Standard | For Animation |
|  | HitFire.png |  | 960 x 384 | 256/Standard | For Animation |
|  | HitIce.png |  | 960 x 384 | 256/Standard | For Animation |
|  | HitPhoton.png |  | 960 x 192 | 256/Standard | For Animation |
|  | HitSpecial1.png |  | 960 x 384 | 256/Standard | For Animation |
|  | HitSpecial2.png |  | 960 x 384 | 256/Standard | For Animation |
|  | HitThunder.png |  | 960 x 384 | 256/Standard | For Animation |
|  | Holy1.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | Holy2.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | Holy3.png |  | 960 x 576 | 256/Standard | For Animation |
|  | Holy4.png |  | 960 x 960 | 256/Standard | For Animation |
|  | Holy5.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | Howl.png |  | 960 x 384 | 256/Standard | For Animation |
|  | Ice1.png |  | 960 x 576 | 256/Standard | For Animation |
|  | Ice2.png |  | 960 x 960 | 256/Standard | For Animation |
|  | Ice3.png |  | 960 x 384 | 256/Standard | For Animation |
|  | Ice4.png |  | 960 x 192 | 256/Standard | For Animation |
|  | Ice5.png |  | 960 x 960 | 256/Standard | For Animation |
|  | Laser1.png |  | 960 x 960 | 256/Standard | For Animation |
|  | Laser2.png |  | 960 x 960 | 256/Standard | For Animation |
|  | Light1.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | Light2.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | Light3.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | Light4.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | Magic1.png |  | 960 x 576 | 256/Standard | For Animation |
|  | Magic1.png |  | 960 x 768 | 256/Standard | For Animation |
|  | Meteor.png |  | 960 x 960 | 256/Standard | For Animation |
|  | Mist.png |  | 960 x 192 | 256/Standard | For Animation |
|  | Pollen.png |  | 960 x 576 | 256/Standard | For Animation |
|  | PreSpecial1.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | PreSpecial2.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | PreSpecial3.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | Recovery1.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | Recovery2.png |  | 960 x 768 | 256/Standard | For Animation |
|  | Recovery3.png |  | 960 x 960 | 256/Standard | For Animation |
|  | Recovery4.png |  | 960 x 768 | 256/Standard | For Animation |
|  | Recovery5.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | Revival1.png |  | 960 x 960 | 256/Standard | For Animation |
|  | Revival2.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | Slash.png |  | 960 x 192 | 256/Standard | For Animation |
|  | SlashFire.png |  | 960 x 576 | 256/Standard | For Animation |
|  | SlashIce.png |  | 960 x 576 | 256/Standard | For Animation |
|  | SlashPhoton.png |  | 768 x 192 | 256/Standard | For Animation |
|  | SlashSpecial1.png |  | 960 x 768 | 256/Standard | For Animation |
|  | SlashSpecial2.png |  | 960 x 768 | 256/Standard | For Animation |
|  | SlashSpecial3.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | SlashThunder.png |  | 960 x 576 | 256/Standard | For Animation |
|  | Song.png |  | 960 x 576 | 256/Standard | For Animation |
|  | Sonic.png |  | 960 x 384 | 256/Standard | For Animation |
|  | Special1.png |  | 960 x 384 | 256/Standard | For Animation |
|  | Special2.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | Special3.png |  | 960 x 768 | 256/Standard | For Animation |
|  | StateChaos.png |  | 960 x 960 | 256/Standard | For Animation |
|  | StateDark.png |  | 960 x 768 | 256/Standard | For Animation |
|  | StateDeath.png |  | 960 x 768 | 256/Standard | For Animation |
|  | StateDown1.png |  | 960 x 576 | 256/Standard | For Animation |
|  | StateDown2.png |  | 960 x 960 | 256/Standard | For Animation |
|  | StateDown3.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | StateParalys.png |  | 960 x 960 | 256/Standard | For Animation |
|  | StatePoison.png |  | 960 x 576 | 256/Standard | For Animation |
|  | StateSilent.png |  | 960 x 768 | 256/Standard | For Animation |
|  | StateSleep.png |  | 960 x 960 | 256/Standard | For Animation |
|  | StateUp1.png |  | 960 x 768 | 256/Standard | For Animation |
|  | StateUp2.png |  | 960 x 960 | 256/Standard | For Animation |
|  | Stick.png |  | 960 x 384 | 256/Standard | For Animation |
|  | StickPhoton.png |  | 960 x 384 | 256/Standard | For Animation |
|  | StickSpecial1.png |  | 960 x 384 | 256/Standard | For Animation |
|  | StickSpecial2.png |  | 960 x 384 | 256/Standard | For Animation |
|  | StickSpecial3.png |  | 960 x 576 | 256/Standard | For Animation |
|  | Thunder1.png |  | 960 x 576 | 256/Standard | For Animation |
|  | Thunder2.png |  | 960 x 384 | 256/Standard | For Animation |
|  | Thunder3.png |  | 960 x 192 | 256/Standard | For Animation |
|  | Thunder4.png |  | 960 x 576 | 256/Standard | For Animation |
|  | Thunder5.png |  | 960 x 960 | 256/Standard | For Animation |
|  | Water1.png |  | 960 x 960 | 256/Standard | For Animation |
|  | Water2.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | Water3.png |  | 960 x 576 | 256/Standard | For Animation |
|  | Water4.png |  | 960 x 192 | 256/Standard | For Animation |
|  | Water5.png |  | 960 x 768 | 256/Standard | For Animation |
|  | Wind1.png |  | 960 x 960 | 256/Standard | For Animation |
|  | Wind2.png |  | 960 x 576 | 256/Standard | For Animation |
|  | Wind3.png |  | 960 x 576 | 256/Standard | For Animation |
|  | Wind4.png |  | 960 x 384 | 256/Standard | For Animation |
|  | Wind5.png |  | 960 x 1152 | 256/Standard | For Animation |
|  | Castle1.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Castle2.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Clouds.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Cobblestones1.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Cobblestones2.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Cobblestones3.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Cobblestones4.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Cobblestones5.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | CobblestonesPool.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Crystal.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | DarkSpace.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | DecorativeTile.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | DemonCastle1.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | DemonCastle2.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | DemonicWorld.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Desert.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Dirt1.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Dirt2.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | DirtField.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | FaceTile.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Factory.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Grassland.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | GrassMaze.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | GrassMazePool.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | IceCave.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | InBody.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Lava1.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Lava2.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | LavaCave.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Meadow.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | PoisonSwamp.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Road1.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Road2.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Road3.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | RockCave.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Ruins1.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Ruins2.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Ruins3.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Ruins4.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Ruins5.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Sand.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Asphalt1.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Asphalt1\_Damaged.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Asphalt1\_Night.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Asphalt2.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Asphalt2\_Damaged.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Asphalt3.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Asphalt4.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Asphalt5.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Building.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Company.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Conrete.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Crate.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_CyberSpace.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Dirt.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Factory.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Factory\_Damaged.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Flooring.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Gothic1.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Gothic2.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_InnerWorld.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_MagicCircle.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Metal1.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Metal2.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Metal2\_Damaged.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_MetalLattice.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Sewer.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Ship.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Sky.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Snowfield.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Tent.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Translucent.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Wasteland.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | WireMesh.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Wood1.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Wood2.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Brick.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Bridge.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Castle1.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Castle2.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Castle3.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Cliff.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Clouds.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Crystal.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | DarkSpace.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | DemonCastle1.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | DemonCastle2.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | DemonCastle3.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | DemonicWorld.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Desert.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | DirtCave.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Forest.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Fort1.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Fort2.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Grassland.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | GrassMaze.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | IceCave.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | IceMaze.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | InBody.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Lava.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | LavaCave.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Metal.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Mine.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | PoisonSwamp.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Port.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | RockCave.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Room1.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Room2.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Room3.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Ruins1.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Ruins2.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Building1.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Building2.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_City.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Compony.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_ComputerRoom.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_CyberSpace.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_DistantView1.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_DistantView2.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_DistantView3.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_DistantView3\_Night.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Factory.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_GothicEntrance.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_GothicRoom.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Hospital.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_InnerWorld.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Laboratory.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Metal.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_MilitaryBase.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Park.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_PresidentOffice.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_School1.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_School2.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Scrap.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Sewer.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Slum.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_Town.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_VacantLot.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | SF\_WarehouseDistrict.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Ship.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Sky.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Snowfield.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Stone1.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Stone2.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Stone3.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Temple.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Tent.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Tower.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Town1.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Town2.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Town3.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Town4.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | Town5.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | WasteLand.png |  | 1000 x 740 | 256/Standard | For Battle Background |
|  | !$Gate1.png |  | 432 x 384 | 256/Standard | Characters |
|  | !$Gate2.png |  | 432 x 384 | 256/Standard | Characters |
|  | !$SF\_Gate1.png |  | 432 x 384 | 256/Standard | Characters |
|  | !$SF\_Gate2.png |  | 432 x 384 | 256/Standard | Characters |
|  | !$SF\_Gate3.png |  | 432 x 384 | 256/Standard | Characters |
|  | !Chest.png |  | 576 x 384 | 256/Standard | Characters |
|  | !Crystal.png |  | 576 x 768 | 256/Standard | Characters |
|  | !Door1.png |  | 576 x 384 | 256/Standard | Characters |
|  | !Door2.png |  | 576 x 384 | 256/Standard | Characters |
|  | !Flame.png |  | 576 x 384 | 256/Standard | Characters |
|  | !Other1.png |  | 576 x 384 | 256/Standard | Characters |
|  | !Other2.png |  | 576 x 384 | 256/Standard | Characters |
|  | !SF\_Chest.png |  | 576 x 384 | 256/Standard | Characters |
|  | !SF\_Door1.png |  | 576 x 384 | 256/Standard | Characters |
|  | !SF\_Door2.png |  | 576 x 384 | 256/Standard | Characters |
|  | !SF\_Switch1.png |  | 576 x 384 | 256/Standard | Characters |
|  | !Switch2.png |  | 576 x 384 | 256/Standard | Characters |
|  | !Switch2.png |  | 576 x 384 | 256/Standard | Characters |
|  | $BigMonster1.png |  | 576 x 384 | 256/Standard | Characters |
|  | $BigMonster2.png |  | 576 x 384 | 256/Standard | Characters |
|  | Actor1.png |  | 576 x 384 | 256/Standard | Characters |
|  | Actor2.png |  | 576 x 384 | 256/Standard | Characters |
|  | Actor3.png |  | 576 x 384 | 256/Standard | Characters |
|  | CaitlynDamage.png |  | 576 x 384 | 256/Standard | Characters |
|  | CaitlynWalk.png |  | 576 x 384 | 256/Standard | Characters |
|  | ChildeDamage.png |  | 576 x 384 | 256/Standard | Characters |
|  | ChildeWalk.png |  | 576 x 384 | 256/Standard | Characters |
|  | CleoDamage.png |  | 576 x 384 | 256/Standard | Characters |
|  | CleoWalk.png |  | 576 x 384 | 256/Standard | Characters |
|  | Damage1.png |  | 576 x 384 | 256/Standard | Characters |
|  | Damage2.png |  | 576 x 384 | 256/Standard | Characters |
|  | Damage3.png |  | 576 x 384 | 256/Standard | Characters |
|  | Evil.png |  | 576 x 384 | 256/Standard | Characters |
|  | Monster.png |  | 576 x 384 | 256/Standard | Characters |
|  | Nature.png |  | 576 x 384 | 256/Standard | Characters |
|  | People1.png |  | 576 x 384 | 256/Standard | Characters |
|  | People2.png |  | 576 x 384 | 256/Standard | Characters |
|  | People3.png |  | 576 x 384 | 256/Standard | Characters |
|  | People4.png |  | 576 x 384 | 256/Standard | Characters |
|  | Queen.png |  | 576 x 384 | 256/Standard | Characters |
|  | queenD.png |  | 576 x 384 | 256/Standard | Characters |
|  | SF\_Actor1.png |  | 576 x 384 | 256/Standard | Characters |
|  | SF\_Actor2.png |  | 576 x 384 | 256/Standard | Characters |
|  | SF\_Actor3.png |  | 576 x 384 | 256/Standard | Characters |
|  | SF\_Damage1.png |  | 576 x 384 | 256/Standard | Characters |
|  | SF\_Damage2.png |  | 576 x 384 | 256/Standard | Characters |
|  | SF\_Monster.png |  | 576 x 384 | 256/Standard | Characters |
|  | SF\_People1.png |  | 576 x 384 | 256/Standard | Characters |
|  | SF\_People2.png |  | 576 x 384 | 256/Standard | Characters |
|  | SF\_People3.png |  | 576 x 384 | 256/Standard | Characters |
|  | SF\_Vehicle.png |  | 576 x 384 | 256/Standard | Characters |
|  | SidriiDamage.png |  | 576 x 384 | 256/Standard | Characters |
|  | SidriiWalk.png |  | 576 x 384 | 256/Standard | Characters |
|  | SofiaDamage.png |  | 576 x 384 | 256/Standard | Characters |
|  | SofiaWalk.png |  | 576 x 384 | 256/Standard | Characters |
|  | Vehicle.png |  | 576 x 384 | 256/Standard | Characters |
|  | Actor1\_3.png |  | 254 x 225 | 256/Standard | Enemies |
|  | Actor1\_4.png |  | 275 x 262 | 256/Standard | Enemies |
|  | Actor1\_5.png |  | 234 x 307 | 256/Standard | Enemies |
|  | Actor1\_6.png |  | 245 x 238 | 256/Standard | Enemies |
|  | Actor1\_7.png |  | 302 x 272 | 256/Standard | Enemies |
|  | Actor2\_1.png |  | 227 x 253 | 256/Standard | Enemies |
|  | Actor2\_2.png |  | 241 x 254 | 256/Standard | Enemies |
|  | Actor2\_3.png |  | 223 x 281 | 256/Standard | Enemies |
|  | Actor2\_4.png |  | 160 x 249 | 256/Standard | Enemies |
|  | Actor2\_5.png |  | 263 x 283 | 256/Standard | Enemies |
|  | Actor2\_6.png |  | 237 x 278 | 256/Standard | Enemies |
|  | Actor3\_1.png |  | 241 x 267 | 256/Standard | Enemies |
|  | Actor3\_2.png |  | 280 x 247 | 256/Standard | Enemies |
|  | Actor3\_5.png |  | 275 x 196 | 256/Standard | Enemies |
|  | Actor3\_6.png |  | 227 x 257 | 256/Standard | Enemies |
|  | Angle.png |  | 253 x 286 | 256/Standard | Enemies |
|  | Assassin.png |  | 161 x 176 | 256/Standard | Enemies |
|  | Bat.png |  | 128 x 198 | 256/Standard | Enemies |
|  | Behemoth.png |  | 511 x 437 | 256/Standard | Enemies |
|  | Captain.png |  | 222 x 270 | 256/Standard | Enemies |
|  | Cerberus.png |  | 214 x 225 | 256/Standard | Enemies |
|  | Chimera.png |  | 425 x 418 | 256/Standard | Enemies |
|  | Cockatrice.png |  | 127 x 132 | 256/Standard | Enemies |
|  | Darklord.png |  | 499 x 438 | 256/Standard | Enemies |
|  | Darklord-final.png |  | 777 x 435 | 256/Standard | Enemies |
|  | Death.png |  | 398 x 426 | 256/Standard | Enemies |
|  | Demon.png |  | 410 x 423 | 256/Standard | Enemies |
|  | Dragon.png |  | 420 x 436 | 256/Standard | Enemies |
|  | EarthSpirit.png |  | 153 x 193 | 256/Standard | Enemies |
|  | Evilgod.png |  | 754 x 437 | 256/Standard | Enemies |
|  | Fairy.png |  | 119 x 216 | 256/Standard | Enemies |
|  | Fanatic.png |  | 265 x 268 | 256/Standard | Enemies |
|  | FireSpirit.png |  | 145 x 217 | 256/Standard | Enemies |
|  | Gargoyle.png |  | 421 x 432 | 256/Standard | Enemies |
|  | Garuda.png |  | 483 x 376 | 256/Standard | Enemies |
|  | Gazer.png |  | 183 x 217 | 256/Standard | Enemies |
|  | General\_f.png |  | 249 x 274 | 256/Standard | Enemies |
|  | General\_m.png |  | 301 x 289 | 256/Standard | Enemies |
|  | Ghost.png |  | 211 x 235 | 256/Standard | Enemies |
|  | God.png |  | 763 x 440 | 256/Standard | Enemies |
|  | Goddess.png |  | 343 x 264 | 256/Standard | Enemies |
|  | Hornet.png |  | 94 x 176 | 256/Standard | Enemies |
|  | Imp.png |  | 120 x 219 | 256/Standard | Enemies |
|  | Irongiant.png |  | 465 x 415 | 256/Standard | Enemies |
|  | Jellyfish.png |  | 128 x 136 | 256/Standard | Enemies |
|  | Lamia.png |  | 421 x 417 | 256/Standard | Enemies |
|  | Mage.png |  | 227 x 280 | 256/Standard | Enemies |
|  | Mimic.png |  | 130 x 125 | 256/Standard | Enemies |
|  | Minotaur.png |  | 375 x 335 | 256/Standard | Enemies |
|  | Ogre.png |  | 469 x 417 | 256/Standard | Enemies |
|  | Orc.png |  | 264 x 286 | 256/Standard | Enemies |
|  | Plant.png |  | 152 x 138 | 256/Standard | Enemies |
|  | Puppet.png |  | 206 x 222 | 256/Standard | Enemies |
|  | Rat.png |  | 99 x 154 | 256/Standard | Enemies |
|  | Rogue.png |  | 195 x 245 | 256/Standard | Enemies |
|  | Sahuagin.png |  | 132 x 140 | 256/Standard | Enemies |
|  | Scorpion.png |  | 107 x 126 | 256/Standard | Enemies |
|  | SF\_Abomination.png |  | 816 x 457 | 256/Standard | Enemies |
|  | SF\_Arcangle.png |  | 816 x 457 | 256/Standard | Enemies |
|  | SF\_ArmySoldier.png |  | 306 x 320 | 256/Standard | Enemies |
|  | SF\_Bodyguard.png |  | 250 x 286 | 256/Standard | Enemies |
|  | SF\_Boss.png |  | 303 x 303 | 256/Standard | Enemies |
|  | SF\_Butcher.png |  | 464 x 368 | 256/Standard | Enemies |
|  | SF\_Byakko.png |  | 494 x 391 | 256/Standard | Enemies |
|  | SF\_CursedGirl.png |  | 320 x 170 | 256/Standard | Enemies |
|  | SF\_DarkLord2000.png |  | 464 x 391 | 256/Standard | Enemies |
|  | SF\_Doll.png |  | 171 x 184 | 256/Standard | Enemies |
|  | SF\_DoomedSkull.png |  | 270 x 309 | 256/Standard | Enemies |
|  | SF\_Drone.png |  | 150 x 257 | 256/Standard | Enemies |
|  | SF\_EvilToy.png |  | 159 x 164 | 256/Standard | Enemies |
|  | SF\_FallenAngel.png |  | 401 x 446 | 256/Standard | Enemies |
|  | SF\_Genbu.png |  | 525 x 486 | 256/Standard | Enemies |
|  | SF\_GothicLolita.png |  | 258 x 333 | 256/Standard | Enemies |
|  | SF\_Inugami.png |  | 229 x 212 | 256/Standard | Enemies |
|  | SF\_KillerRobot.png |  | 218 x 249 | 256/Standard | Enemies |
|  | SF\_Machine.png |  | 308 x 360 | 256/Standard | Enemies |
|  | SF\_MadDoctor.png |  | 325 x 372 | 256/Standard | Enemies |
|  | SF\_MechaSuit.png |  | 537 x 445 | 256/Standard | Enemies |
|  | SF\_Nurse.png |  | 283 x 300 | 256/Standard | Enemies |
|  | SF\_Parasite.png |  | 231 x 166 | 256/Standard | Enemies |
|  | SF\_Preacher.png |  | 300 x 300 | 256/Standard | Enemies |
|  | SF\_Seiryu.png |  | 480 x 480 | 256/Standard | Enemies |
|  | SF\_SpecialPolice.png |  | 318 x 303 | 256/Standard | Enemies |
|  | SF\_SufferingSoul.png |  | 171 x 188 | 256/Standard | Enemies |
|  | SF\_Suzaku.png |  | 546 x 400 | 256/Standard | Enemies |
|  | SF\_SweetLolita.png |  | 268 x 333 | 256/Standard | Enemies |
|  | SF\_TeddyBear.png |  | 150 x 171 | 256/Standard | Enemies |
|  | SF\_Tengu.png |  | 441 x 427 | 256/Standard | Enemies |
|  | SF\_Thug.png |  | 245 x 331 | 256/Standard | Enemies |
|  | SF\_UndeadSamurai.png |  | 273 x 313 | 256/Standard | Enemies |
|  | SF\_Yakuza.png |  | 286 x 286 | 256/Standard | Enemies |
|  | SF\_Zombie.png |  | 220 x 231 | 256/Standard | Enemies |
|  | Skeleton.png |  | 233 x 211 | 256/Standard | Enemies |
|  | Slime.png |  | 127 x 106 | 256/Standard | Enemies |
|  | Snake.png |  | 137 x 135 | 256/Standard | Enemies |
|  | Soldier.png |  | 276 x 227 | 256/Standard | Enemies |
|  | Spider.png |  | 144 x 109 | 256/Standard | Enemies |
|  | Succubus.png |  | 240 x 270 | 256/Standard | Enemies |
|  | Swordsman.png |  | 311 x 218 | 256/Standard | Enemies |
|  | Vampire.png |  | 264 x 257 | 256/Standard | Enemies |
|  | WaterSpirit.png |  | 181 x 187 | 256/Standard | Enemies |
|  | Werewolf.png |  | 201 x 197 | 256/Standard | Enemies |
|  | Willowisp.png |  | 121 x 126 | 256/Standard | Enemies |
|  | WindSpirit.png |  | 180 x 188 | 256/Standard | Enemies |
|  | Zombie.png |  | 177 x 137 | 256/Standard | Enemies |
|  | Actor1.png |  | 576 x 288 | 256/Standard | Faces |
|  | Actor2.png |  | 576 x 288 | 256/Standard | Faces |
|  | Actor3.png |  | 576 x 288 | 256/Standard | Faces |
|  | Caitlyn.png |  | 576 x 288 | 256/Standard | Faces |
|  | Childe.png |  | 576 x 288 | 256/Standard | Faces |
|  | Cleo.png |  | 576 x 288 | 256/Standard | Faces |
|  | Evil.png |  | 576 x 288 | 256/Standard | Faces |
|  | Monster.png |  | 576 x 288 | 256/Standard | Faces |
|  | Nature.png |  | 576 x 288 | 256/Standard | Faces |
|  | People1.png |  | 576 x 288 | 256/Standard | Faces |
|  | People2.png |  | 576 x 288 | 256/Standard | Faces |
|  | People3.png |  | 576 x 288 | 256/Standard | Faces |
|  | People4.png |  | 576 x 288 | 256/Standard | Faces |
|  | Queen.png |  | 576 x 288 | 256/Standard | Faces |
|  | SF\_Actor1.png |  | 576 x 288 | 256/Standard | Faces |
|  | SF\_Actor2.png |  | 576 x 288 | 256/Standard | Faces |
|  | SF\_Actor3.png |  | 576 x 288 | 256/Standard | Faces |
|  | SF\_Other.png |  | 576 x 288 | 256/Standard | Faces |
|  | SF\_People2.png |  | 576 x 288 | 256/Standard | Faces |
|  | Sidrii.png |  | 576 x 288 | 256/Standard | Faces |
|  | Sofia.png |  | 576 x 288 | 256/Standard | Faces |
|  | BlueSky.png |  | 816 x 816 | 256/Standard | Parallaxes |
|  | CloudySky1.png |  | 816 x 816 | 256/Standard | Parallaxes |
|  | CloudySky2.png |  | 816 x 816 | 256/Standard | Parallaxes |
|  | DarkSpace1.png |  | 816 x 816 | 256/Standard | Parallaxes |
|  | DarkSpace2.png |  | 816 x 816 | 256/Standard | Parallaxes |
|  | Mountains1.png |  | 816 x 816 | 256/Standard | Parallaxes |
|  | Mountain2.png |  | 816 x 816 | 256/Standard | Parallaxes |
|  | Mountain3.png |  | 816 x 816 | 256/Standard | Parallaxes |
|  | Mountain4.png |  | 816 x 816 | 256/Standard | Parallaxes |
|  | Mountain5.png |  | 816 x 816 | 256/Standard | Parallaxes |
|  | Ocean1.png |  | 816 x 816 | 256/Standard | Parallaxes |
|  | Ocean2.png |  | 816 x 816 | 256/Standard | Parallaxes |
|  | SeaofClouds.png |  | 816 x 816 | 256/Standard | Parallaxes |
|  | StarlitSky.png |  | 816 x 816 | 256/Standard | Parallaxes |
|  | Sunset.png |  | 816 x 816 | 256/Standard | Parallaxes |
|  | Actor1\_1.png |  | 432 x 384 | 256/Standard | Save Actors |
|  | Actor1\_2.png |  | 432 x 384 | 256/Standard | Save Actors |
|  | Actor1\_3.png |  | 432 x 384 | 256/Standard | Save Actors |
|  | Actor1\_4.png |  | 432 x 384 | 256/Standard | Save Actors |
|  | Actor1\_5.png |  | 432 x 384 | 256/Standard | Save Actors |
|  | Actor1\_6.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | Actor1\_7.png |  | 576 x 768 | 256/Standard | Save Actors |
|  | Actor1\_8.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | Actor2\_1.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | Actor2\_2.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | Actor2\_3.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | Actor2\_4.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | Actor2\_5.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | Actor2\_6.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | Actor2\_7.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | Actor2\_8.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | Actor3\_5.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | Actor3\_6.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | Actor3\_7.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | Actor3\_8.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | CaitlynBattle.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | ChildeBattle.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | CleoBattle.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | SF\_ Actor1\_1.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | SF\_ Actor1\_2.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | SF\_ Actor1\_3.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | SF\_ Actor1\_4.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | SF\_ Actor1\_5.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | SF\_ Actor1\_6.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | SF\_ Actor1\_7.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | SF\_ Actor1\_8.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | SF\_ Actor2\_1.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | SF\_ Actor2\_2.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | SF\_ Actor2\_3.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | SF\_ Actor2\_4.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | SF\_ Actor2\_5.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | SF\_ Actor2\_6.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | SF\_ Actor2\_7.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | SF\_ Actor2\_8.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | SF\_ Actor3\_1.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | SF\_ Actor3\_2.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | SF\_ Actor3\_5.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | SF\_ Actor3\_7.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | SF\_ Actor3\_8.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | SidriiBattle.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | SofiaBattle.png |  | 576 x 384 | 256/Standard | Save Actors |
|  | Balloon.png |  | 384 x 720 | 256/Standard | Background System |
|  | ButtonSet.png |  | 288 x 96 | 256/Standard | Background System |
|  | Damage.png |  | 240 x 160 | 256/Standard | Background System |
|  | GameOver.png |  | 816 x 624 | 256/Standard | Background System |
|  | IconSet.png |  | 512 x 640 | 256/Standard | Background System |
|  | Loading.png |  | 400 x 100 | 256/Standard | Background System |
|  | Shadow1.png |  | 48 x 48 | 256/Standard | Background System |
|  | Shadow2.png |  | 82 x 38 | 256/Standard | Background System |
|  | States.png |  | 768 x 960 | 256/Standard | Background System |
|  | Weapon1.png |  | 576 x 384 | 256/Standard | Background System |
|  | Weapon2.png |  | 576 x 384 | 256/Standard | Background System |
|  | Weapon3.png |  | 288 x 384 | 256/Standard | Background System |
|  | Window.png |  | 192 x 192 | 256/Standard | Background System |
|  | Dungeon\_A1.png |  | 768 x 576 | 256/Standard | For Tiles |
|  | Dungeon\_A2.png |  | 768 x 576 | 256/Standard | For Tiles |
|  | Dungeon\_A4.png |  | 768 x 720 | 256/Standard | For Tiles |
|  | Dungeon\_A5.png |  | 387 x 768 | 256/Standard | For Tiles |
|  | Dungeon\_B.png |  | 768 x 768 | 256/Standard | For Tiles |
|  | Dungeon\_C.png |  | 768 x 768 | 256/Standard | For Tiles |
|  | Inside\_A1.png |  | 768 x 576 | 256/Standard | For Tiles |
|  | Inside\_A2.png |  | 768 x 576 | 256/Standard | For Tiles |
|  | Inside\_A4.png |  | 768 x 720 | 256/Standard | For Tiles |
|  | Inside\_A5.png |  | 387 x 768 | 256/Standard | For Tiles |
|  | Inside\_B.png |  | 768 x 768 | 256/Standard | For Tiles |
|  | Inside\_C.png |  | 768 x 768 | 256/Standard | For Tiles |
|  | Outside\_A1.png |  | 768 x 576 | 256/Standard | For Tiles |
|  | Outside\_A2.png |  | 768 x 576 | 256/Standard | For Tiles |
|  | Outside\_A3.png |  | 768 x 384 | 256/Standard | For Tiles |
|  | Outside\_A4.png |  | 768 x 720 | 256/Standard | For Tiles |
|  | Outside\_A5.png |  | 387 x 768 | 256/Standard | For Tiles |
|  | Outside\_B.png |  | 768 x 768 | 256/Standard | For Tiles |
|  | Outside\_C.png |  | 768 x 768 | 256/Standard | For Tiles |
|  | SF\_Inside\_A4.png |  | 768 x 720 | 256/Standard | For Tiles |
|  | SF\_Inside\_B.png |  | 768 x 768 | 256/Standard | For Tiles |
|  | SF\_Inside\_C.png |  | 768 x 768 | 256/Standard | For Tiles |
|  | SF\_Outside\_A3.png |  | 768 x 384 | 256/Standard | For Tiles |
|  | SF\_Outside\_A4.png |  | 768 x 720 | 256/Standard | For Tiles |
|  | SF\_Outside\_A5.png |  | 384 x 768 | 256/Standard | For Tiles |
|  | SF\_Outside\_B.png |  | 768 x 768 | 256/Standard | For Tiles |
|  | SF\_Outside\_C.png |  | 768 x 768 | 256/Standard | For Tiles |
|  | World\_A1.png |  | 768 x 576 | 256/Standard | For Tiles |
|  | World\_A2.png |  | 768 x 576 | 256/Standard | For Tiles |
|  | World\_B.png |  | 768 x 768 | 256/Standard | For Tiles |
|  | World\_C.png |  | 768 x 768 | 256/Standard | For Tiles |
|  | Book.png |  | 816 x 624 | 256/Standard | For Tiles |
|  | Castle.png |  | 816 x 624 | 256/Standard | For Tiles |
|  | CrossedSwords.png |  | 816 x 624 | 256/Standard | For Tiles |
|  | Crystal.png |  | 816 x 624 | 256/Standard | For Tiles |
|  | DemonCastle.png |  | 816 x 624 | 256/Standard | For Tiles |
|  | Devil.png |  | 816 x 624 | 256/Standard | For Tiles |
|  | Dragon.png |  | 816 x 624 | 256/Standard | For Tiles |
|  | Fountain.png |  | 816 x 624 | 256/Standard | For Tiles |
|  | Gates.png |  | 816 x 624 | 256/Standard | For Tiles |
|  | Hexagram.png |  | 816 x 624 | 256/Standard | For Tiles |
|  | Island.png |  | 816 x 624 | 256/Standard | For Tiles |
|  | Night.png |  | 816 x 624 | 256/Standard | For Tiles |
|  | Plain.png |  | 816 x 624 | 256/Standard | For Tiles |
|  | Sword.png |  | 816 x 624 | 256/Standard | For Tiles |
|  | Tower1.png |  | 816 x 624 | 256/Standard | For Tiles |
|  | Tower2.png |  | 816 x 624 | 256/Standard | For Tiles |
|  | Universe.png |  | 816 x 624 | 256/Standard | For Tiles |
|  | Volcano.png |  | 816 x 624 | 256/Standard | For Tiles |
|  | World.png |  | 816 x 624 | 256/Standard | For Tiles |
|  | WorldMap.png |  | 816 x 624 | 256/Standard | For Tiles |
|  | Floral.png |  | 816 x 624 | 256/Standard | For Tiles |
|  | Medieval.png |  | 816 x 624 | 256/Standard | For Tiles |

**SOFTWARE TESTING STANDARDS AND PROCEDURES**

1. **Scope**

The test plan describes the testing approach and overall framework that will drive the testing of the game application: Neko Knights (A Role-Playing Game). The software provides enjoyment to users especially animal lovers and gives interest because of the Retro RPG graphics and game style.

The application adheres to national standard and procedures of software to be tested externally and internally.

This document will address the different standards that will apply to the unit, integration and system testing of the specified application. This will also be updated as required for each release.

1. **Software Test Planning**

**2.1 Introduction**

Testing of the application prescribe the scope, approach, resources, and schedule of the testing activities. Identifying the items being tested, the features to be tested, the testing tasks to be performed, the personnel responsible for each task, and the risks associated with this plan.

A test plan shall have the following structure:

* Testing requirements (scope);
* Approach;
* Test task;
* Test deliverables;
* Test Phase;
* Estimates;
* Testing schedule;
* Completion criteria,
* Test environment;
* Team roles and responsibilities.

1. **Testing Approach**

The developers’ approach is a proactive approach, proactive is an approach which the test design process is initiated as early as possible in order to find and fix the defects before the build is created. The type of evaluation the developers will do is a formative/summative approach, which evaluates a program during development in order to make early improvements, and provides information on program effectiveness. The developers’ test approach is White-Box Testing which focuses on the independent logical internals of the software to assure that all code statements and logical paths have been tested.

Production Environment

Hardware:

Laptop#1

Processor: Intel(R) Core(TM) i5-32 CPU @ 2.50 GHz (4CPUs), ~2.5GHz

Memory: 4GB RAM

Operating System: Windows 10 Pro (64-bit)

500GB HDD Disk Drive

Mouse

Software:

Microsoft Word 2013

Google Chrome

1. **Testing Tasks & Deliverables**

Activities

Alpha Testing – headed by the Testing Team, to show the game’s rules, interface and objectives of the game to fellow programmers. The team gives survey questionnaires to other programmers to ask for an evaluation with comments and suggestions to help the developers on how to improve the game.

Beta Testing - headed by the Testing Team, to show the game’s rules, interface and objectives of the game to fellow BSM CS Students. The team gives survey questionnaires to users to ask for an evaluation with comments and suggestions to help the developers on how to improve the game.

Components for testing: Laptop which has the game and a Survey form.

**Testing Criteria:**

The proponents will use evaluation questionnaires () to determine the respondents’ thoughts, reactions, observations and recommendations on the performance of the system. The evaluation form is patterned from an evaluation form based on ISO 9126 which is an international standard for software development. The questionnaire would help the researchers further improve the developing game in their following criterions:

* **Functionality**

It is the process of testing the integrated software on a function by function basis as against the function specifications. The goal here is to find discrepancy between the programs and the functional requirements.

It is referred to as the capacity of a computer program or application to provide best quality and well suited to its purpose. It shows what its capabilities are for the user.

* **Reliability**

This testing measures the stability and overall performance of a system collated during extended period of time under various specific sets of test conditions. Also it exercises an application so that failures are discovered and removed before the system is deployed.

It is where the system has the ability to perform what it is made for or its required function in a time period. It is reliable if the system makes zero errors but it maximizes its functionality meaning producing correct output. It can also troubleshoot itself in different types of errors.

* **Usability**

This testing test the system in respect of its ease to understand, learn and use; and its capability in achieving specified goals in a specified context of use. The specified goals can be measured in relation to effectiveness, efficiency and user satisfaction.

It is where the players check if they are comfortable playing the game. In this criterion, the way of accomplishing tasks, missions and other goals are measured so that they could enjoy more game.

* **Portability**

It is a process of testing with ease with which the software can be moved from one environment to another. It is measured in terms of maximum amount of effort required to transfer from one system to another system.

In this criterion the system is said to be portable if it can be ported in different systems. It is also said to be portable if it does not need software requirement such as database management engines.

* **Maintainability**

This is where the system has the ability to maintain its quality and running condition to maximize the usage and lessen the errors through maintenance. In other segments or cases, maintenance could also help improve the system or just maintain its quality and reliability.

* **Efficiency**

It is a criterion where the respondents check if the developed system has the ability to be consistently running without error or bugs.

* **Game**

It is a criterion where the developed system entices the attention of the players, the developed system is unique and rich of content, offers challenges and enhances the skill of the player in solving difficult situations.

**Task Deliverables:**

* **Test Plan.** To prescribe the scope, approach, resources, and schedule of testing activities for a level of testing. To identify the items being tested the features to be tested, the testing tasks to be performed, and the personnel responsible for each task.
* **Test Specification.** To specify refinements of the test approach, to identify the features to be tested, to specify the steps for executing the tests and specify the test case for each tests.
* **Test Incident Reports.** To document any event that occurs during the test process which requires investigation. The report is to be issued to the system analysts/programmers for the errors found in the testing progress.
* **Test Progress Reports.** In order that progress of the test process is controlled properly, a periodic test progress report should be prepared by the test group.

1. **Estimates**

The estimates for the operation and production of the software and software testing are listed below:

**Operating Environment:**

Hard Cost: Soft Cost:

P309 – Packaging Cost Electric Bill

P10 – CD Sticker

P40 – CD-ROM with Case

**Production Environment:**

Hard Cost: Soft Cost:

P20 – photocopy of survey forms Electric Bill

P309 – Packaging Cost Transportation

P40 – CD-ROM with Case Internet Connection

P22 – Documentation

P10 – CD Sticker

1. **Testing Phases**

**Level Phases**

Chapter 1: The Prophecy

The game starts with a dream of the queen that there will be a clan who will conquer all of the kingdom. The princesses decided to go and search for a solution to prevent it from happening.

The 1st level is at the Mystery Forest, the forest has a guardian who is a Magical Beast, and they needed to defeat the beast before entering the 2nd level which is at Ruins of Wisdom. There, they will be accompanied by a panther named Sidrii, Ruins of Wisdom also has a Magical Beast guarding the place. They found whom they needed in the ruins and that is Phillip.

The 3rd level is at Polimanti Town where they help the people to fight raging beasts. After the battle, one of the men gave them a ticket to Edoria Port which is the 4th level. They need to gain the respect of the owner of the port named Edor Vidora.

After they get the respect of the owner the team is now allowed to cruise airship and begun the expedition to the 5th level which is Sacred Shrine of lost Magic, where they searched inside the shrine and met a sage who accuses them as trespassers. They will fight the sage to search the sacred shrine to find the missing Princess Caitlyn. Where the sage helped them to transfer to a different timeline.

Chapter 2: The War Between Mages.

The team arrived at the different timeline, they saw a difference within the environment. They realized that they are also within the same place, which is the shrine, where they casted the spell. They identify first their location at that timeline. While roaming at the place, they discovered that the place was under the power of the Black Pumas and asked again where they can find another shrine. The team discovered that the Black Pumas are planning to destroy the White Tiger's Shrine.

The team decided to follow them as they go to the other shrine. The team followed them by sneaking into the Black Puma's airship. When the team arrived at the White Tiger's Shrine, the Black Pumas prepares to destroy the shrine. The team's mission is still to find if Princess Caitlyn is there.

While the two races are fighting, they saw Princess Caitlyn with the White Tigers and they were able to talk to Princess Caitlyn. Princess Sofia asked Princess Caitlyn to go back to their own timeline, but Princess Caitlyn refused. Princess Caitlyn first explained what was happening, and after that discussion, the princess joined the team and went to a safe place. They chose not to be involved within the war because Caitlyn is afraid that she will change the flow of the time. The White Tiger's Shrine was destroyed.

The team went to Aris Haven, where Caitlyn discussed her plan which is to tell Caitsith Kingdom about the dark prophecy. But after she explored the area she discovered that the white tiger are allied with the Caitsith Kingdom that's why she decided to asked the white tiger about the reason why there is an ongoing war.

The team went to the White Tiger's Fortress where they met Captain Riquar, the head of the white tigers, they asked him the reason why the war was happening. Riquar told them that Black Puma has a plan to rule in the field of magic that's why they wanted to drive away their competitors which are the White Tigers. After their conversation, they met Garo, the son of Captain Riquar, he is one of the best mages in Furrline Land. The team decided to help the white tigers. Captain Riquar's plan is to cast a magic barrier so that the Black Pumas cannot enter Furrline Land and they will start their mission by destroying the Black Puma's Shrine.

When they arrived at the location of the shrine, the team helped the white tigers to fulfill their mission. While fighting with the Black Pumas, one of the warrior said to the team that the white tiger clan is the real enemy. Their next mission is to destroy also the Black Puma's Fortress to completely lose their territory. The white tigers are successful in destroying the fortress. The Black Pumas are forced to evacuate completely but before they go back to the White Tiger's Fortress, Garo suggesteed to rest in the Black Puma's Shrine. There, Garo casted a spell to weaken the team and casted another spell "I Gante Rosora, shall now cast the spell. Wies, Loke, Argo, Kiye, Asen!". The team realized that **Ga**nte **Ro**sora(Garo's full name) and the sage who helped them at the Sacred Shrine of Lost Magic is one. The team was forced to go back to their own timeline.

**Interface Testing**

The game has many maps, the whole map which consists of the whole Furline Land. The map of the levels which are the Caithsith Kingdom, Mystery Forest, Ruins of Wisdom, Polimanti Town, Edoria Port and Sacred Shrine of Lost Magic.

Once the game starts, the user will be given three (3) options which are New Game, Continue, and Options.

First, if the user chooses new game, the system will start with the opening cut scene that will lead to the introduction of the story and of the characters. Secondly, if the user chooses continue, the system will show a list of saved points within the game. Upon choosing which file you want to continue, the system will resume your progress depending on what save file you have chosen.

Lastly, if the user choose Options, the system will show the user some of the adjustments that can be made in the game. These options are always dash, command remember, BGM Volume, ME Volume, SE Volume. Inside the game, the user will be given more options like Item, Skill Equip, Status, Formation, Options, Save and End Game.

The game also has a battle system that lets the user chooses whether to Fight or Escape. If the User chooses fight, the system will give four options how to fight name by Attack (Physical), Magic, Guard (Defend), and Item. If the user selected Escape, the party will try to escape from the enemy. Escape does not have a 100% chance of escaping, the system will say that if the escape fails, a message will pop out that shows “Can’t Escape” but if the user successfully escaped the enemy, a message will pop out that shows “Party Escaped”. Also, by clicking the Action button (Z), the character lets you interact with characters, items, and events throughout the game.

**Testing Phase Completion Criteria:**

**Entry Criteria**

* The whole source code must be unit tested
* Quality Assurance resources have completely understood the requirements
* Reviewed test scenarios and test cases
* Test plan approved
* Test environment stable and ready
* Test cases written and approved
* Test tools ready
* Previous test phase’s exit criteria met
* Test resources available

**Suspension Criteria**

* The build contains serious defects which seriously or limit testing progress
* Software problems
* Assigned resources are not available when needed by test team

**Resumption Criteria**

* Resumption will only occur when the problem(s) that caused the suspension have been resolved

**Exit Criteria**

* No defects over a period of time or less testing efforts
* All the high priority/severity test cases has been executed
* Deliverables are ready
* High severity/priority bugs are fixed
* Test case completion
* Passing of test objectives

1. **Testing Schedules**

Amelito B. Alfaro

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Gantt Chart | | | | | | | | | | | | | | | | | | | | | | | | |
| Development Manager | | | | | | | | | | | | | | | | | | | | | | | | |
|  | January | | | | February | | | | | March | | | | | April | | | | | May | | | | |
|  | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 1 | | 2 | 3 | 4 | 1 | | 2 | 3 | 4 | 1 | | 2 | 3 | 4 |
| Pre-Production |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |
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| Assembling Group |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |
| Brainstorming |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |
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| Production |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |
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| Documentation |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |
| Compilation of Docs |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |
| Working Deliverables |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |
| Evaluation of Project |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |

Gil Andrie C. dela Cruz

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| Gantt Chart | | | | | | | | | | | | | | | | | | | | | |
| Technical Services Manager | | | | | | | | | | | | | | | | | | | | | |
|  | January | | | | February | | | | March | | | | April | | | | May | | | | |
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| Pre-Production |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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Joshua Alfred R. Galasan

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| Gantt Chart | | | | | | | | | | | | | | | | | | | | | | | |
| Application Test Manager | | | | | | | | | | | | | | | | | | | | | | | |
|  | January | | | | February | | | | | March | | | | | April | | | | | May | | | |
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| Pre-Production |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |
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1. **Testing Team**



Development Manager:

Amelito B. Alfaro

He is responsible in ensuring that the proper analysis and planning is done for the unit testing of the software.



Technical Services Manager:

Gil Andrie C. dela Cruz

* goals.

He supervises and collaborates with staff members and clients to implement security.

Application Test Manager:

Joshua Alfred R, Galasan

He is the one responsible for scheduling and assigning duties to his subordinates**.** He is also the one who will plan and manage the test process, establish procedures and/or automated performance measurement capability to monitor the progress of testing and to develop project management plans and quality control parameter

Republic of the Philippines

**Bulacan State University**

City of Malolos, Bulacan

**COLLEGE OF SCIENCE**

**Bachelor of Science in Mathematics**

**Major in Computer Science**

**EVALUATION SHEET**

**NekoKnights: A Role-Playing Game**

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Course/Yr./Section: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Department: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Student Faculty

Directions: Kindly rate the performance of the developed game according to the criteria for acceptability indicated below. Put a check in the box that describes your perception of the system.

|  |  |
| --- | --- |
| Scale | Description |
| 5 | Excellent |
| 4 | Very Good |
| 3 | Good |
| 2 | Fair |
| 2 | Failed |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **CRITERIA** | 5 | 4 | 3 | 2 | 1 |
| **A. ACCURACY** |  |  |  |  |  |
| 1. The system shows correct and accurate result. |  |  |  |  |  |
| 2. The system retrieves the exact original form of data. |  |  |  |  |  |
| 3. The program shows the same result when the same process is repeated. |  |  |  |  |  |
| **B. FUNCTIONALITY** |  |  |  |  |  |
| 1. The developed system is usable without user manual or help. |  |  |  |  |  |
| 2. The program prompts user to correct errors. |  |  |  |  |  |
| 3. Directions and guides are clear and can be easily navigated within the software. |  |  |  |  |  |
| **C. USER FRIENDLINESS** |  |  |  |  |  |
| 1. The program is easy to access and efficient to use. |  |  |  |  |  |
| 2. The system is easily to learn and understand. |  |  |  |  |  |
| 3. The program meets specific user needs. |  |  |  |  |  |
| 4. The screen layout is appropriate and appealing. |  |  |  |  |  |
| **D. RELIABILITY** |  |  |  |  |  |
| 1. The results of the developed system are consistent. |  |  |  |  |  |
| 2. The software handles all possible inputs correctly. |  |  |  |  |  |
| 3. The program quickly responds the user’s selection. |  |  |  |  |  |
| 4. The software is capable of performing consistently without failure and technical error. |  |  |  |  |  |
| **E. SECURITY** |  |  |  |  |  |
| 1. The software is able to protect information from unauthorized use. |  |  |  |  |  |
| 2. All information displayed intended for viewing cannot be tampered. |  |  |  |  |  |
| **F. PORTABILITY** |  |  |  |  |  |
| 1. The system is compatible with a personal computer. |  |  |  |  |  |
| 2. The program can be installed easily to another computer. |  |  |  |  |  |
| 3. Ability to run into two or more kinds of operating system is supported by the system. |  |  |  |  |  |
| **G. GAME** |  |  |  |  |  |
| 1. The game grabs attention and maintains user focus throughout the game. |  |  |  |  |  |
| 2. Text, tiles, buttons, and other objects/components are placed properly and followed consistently. |  |  |  |  |  |
| 3. Background music, voice over, and sound effects are appropriate to the game scene. |  |  |  |  |  |
| 4. There is an evidence of uniqueness in the gameplay. |  |  |  |  |  |
| 5. The game provides different kinds of challenges on different users. |  |  |  |  |  |
| 6. The game enhances the player's skills as he progresses throughout the game. |  |  |  |  |  |
| 7. Intermmediate goals are clear and presented at appropriate times. |  |  |  |  |  |
| 8. Player is informed of his status/score. |  |  |  |  |  |

Comments/Suggestions: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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