

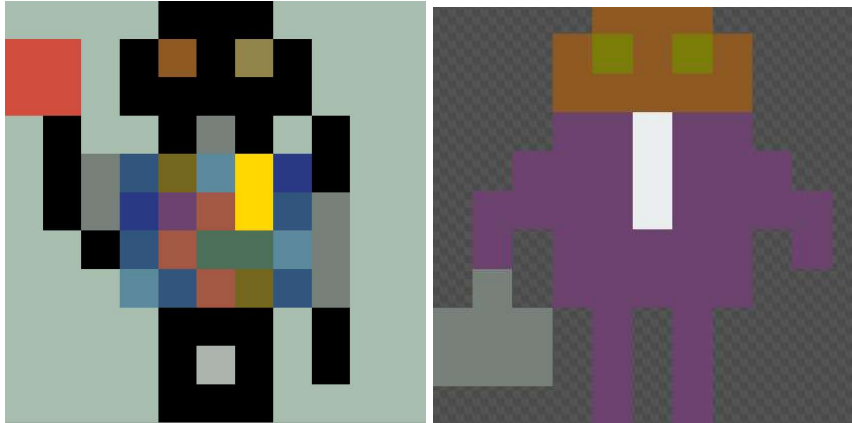


ECE 2035: Programming for Hardware and Software Systems  
C / C++ RPG Quest Game Spites Document  
Christopher Semali

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Character Icons

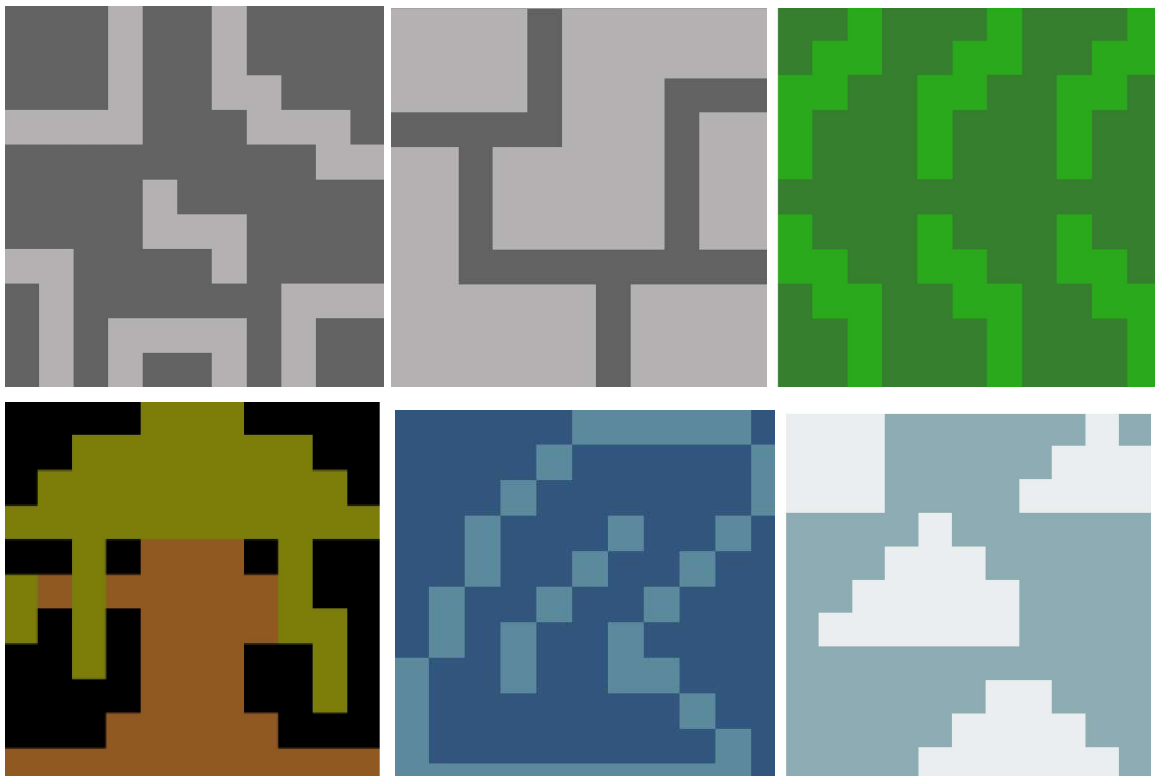
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Background Objects

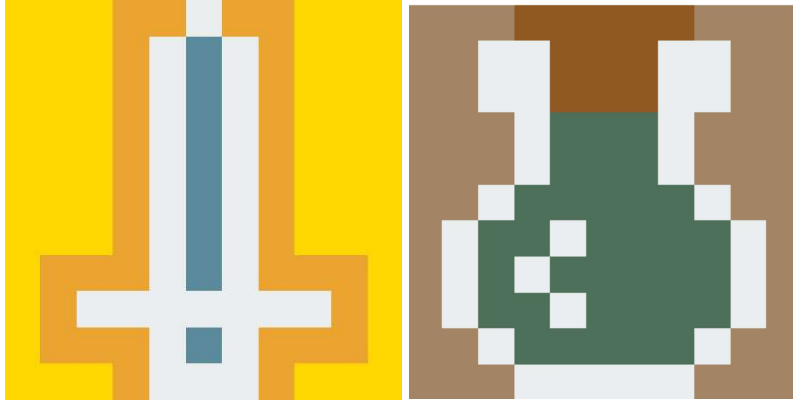
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## Inventory Items

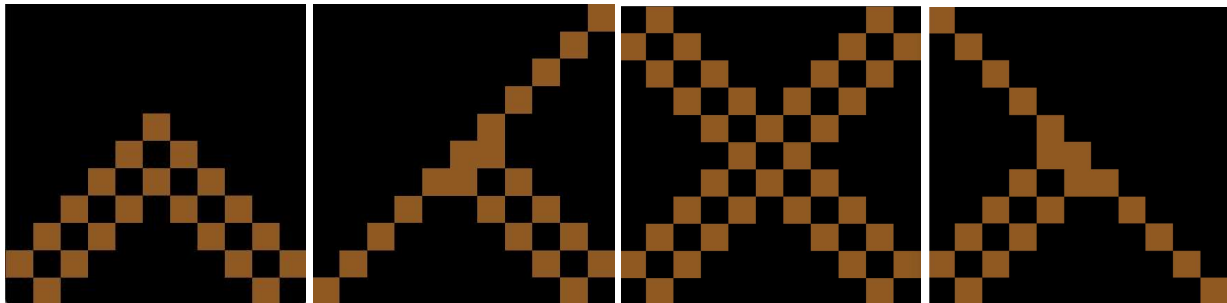
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## Pencil Building Tip

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## Health Bar

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\* **Disclaimer:** This document does NOT showcase all 42 sprites. Some of the sprites are generated within the **graphics.cpp** code and or mimic the generic form of one of the above sprites but change a particular color hue. For instance, changing the color of the potion or suit color\*