Static Images

* HUD
* Arrow
* Shuriken
* Background

Animations

* Ground Enemy
  + - Attack
    - Walk
    - Appear On Screen
* Air Enemy
  + - Attack
    - Hop
    - Appear On Screen
* Player Ground
  + - Attack Sword
    - Attack Staff
    - Jump
    - Duck
    - Jump In Direction (Left / Right)
* Player Range
  + - Attack 45% (Left / Right) Shuriken
    - Attack 45% (Left / Right) Arrow