

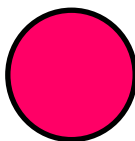
Player



Unarmed Enemy



Obstacle/Pillar



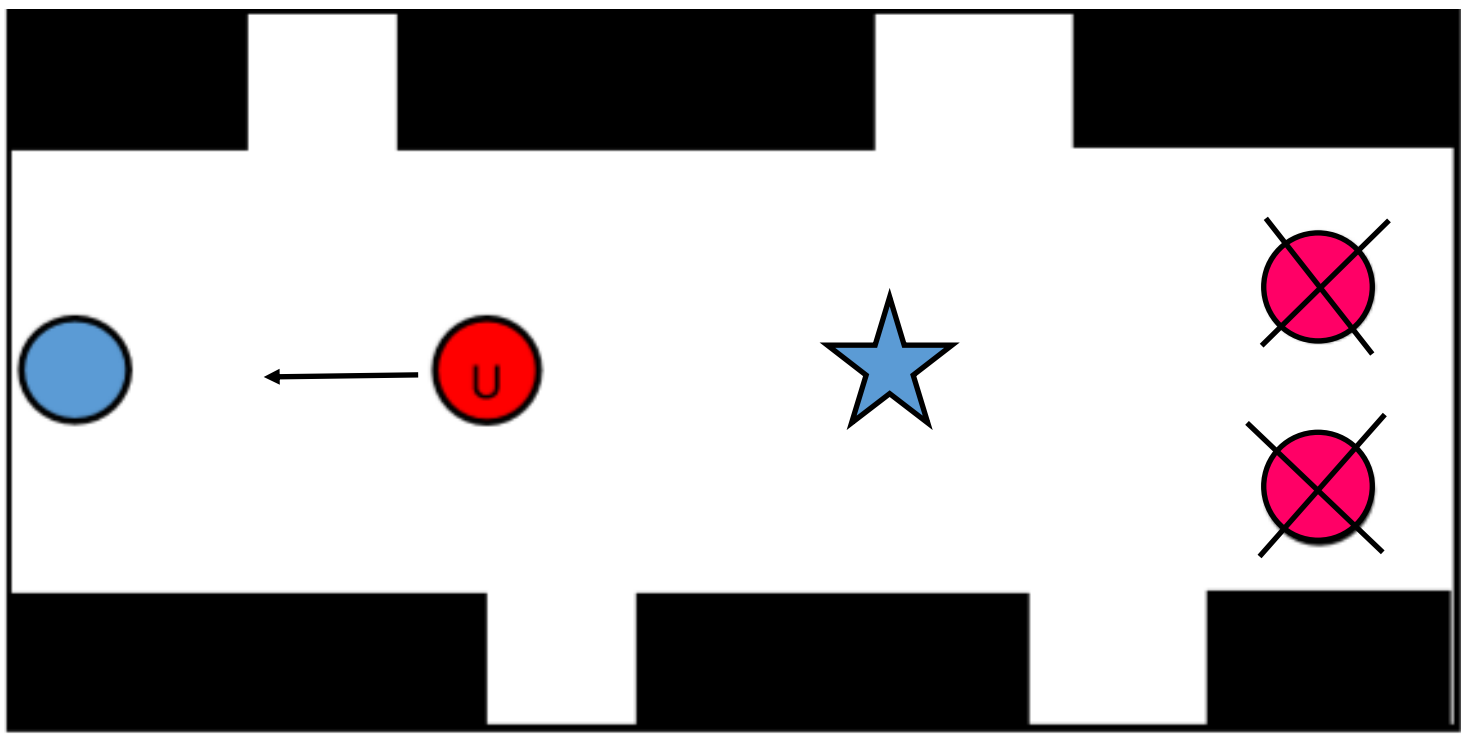
Pistol Armed Enemy

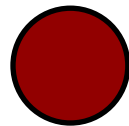
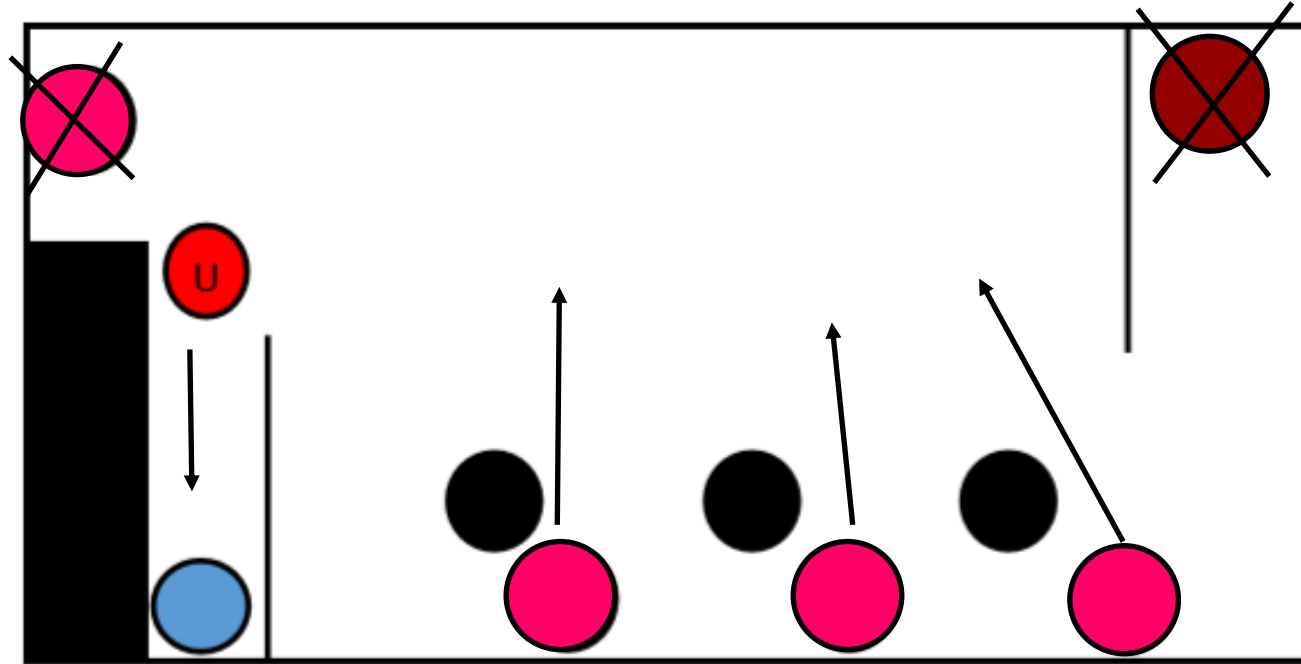


Equippable Gun

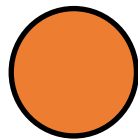
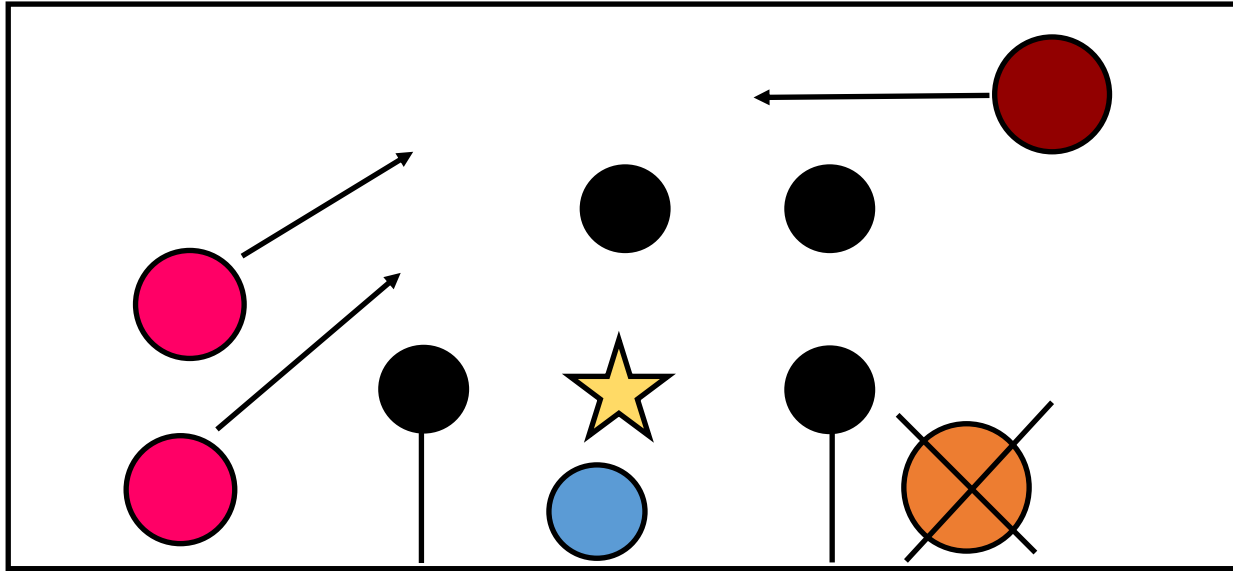


Direction of movement





Assault Rifle Armed Enemy



Shotgun Armed Enemy



Equippable Sword

