**OBJECT ID**

1. **Texture**

|  |  |  |
| --- | --- | --- |
| ID | Name | PNG |
| 1000 | Simon |  |
| 2000 | Weapons |  |
| 3000 | Objects |  |
| 4000 | Effects |  |
| 5000 | Items |  |
| 6000 | Enemies |  |
| 6100 | Bosses |  |
| 7000 | UI\_Board |  |
| 8000 | Tileset1 |  |
| 8001 | Tileset2 |  |
| 8002 | Tileset3 |  |
| 8003 | Tileset4 |  |
| 9000 | Title |  |
| 9001 | Intro |  |

1. **Sprite**

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| --- | --- | --- | --- |
| ID | Texture ID | Name | Object |
| 10000 | 1000 | Simon idle | Simon |
| 10100 | Simon walk 1 |
| 10101 | Simon walk 2 |
| 10200 | Simon crouch |
| 10300 | Simon attack 1 |
| 10301 | Simon attack 2 |
| 10302 | Simon attack 3 |
| 10400 | Simon crouch attack 1 |
| 10401 | Simon crouch attack 2 |
| 10402 | Simon crouch attack 3 |
| 10500 | Simon hit |
| 10600 | Simon dead 1 |
| 10601 | Simon dead 2 |
| 20000 | 2000 | Whip 0 | Whip |
| 20001 | Whip 11 |
| 20002 | Whip 12 |
| 20003 | Whip 13 |
| 20004 | Whip 21 |
| 20005 | Whip 22 |
| 20006 | Whip 23 |
| 20007 | Whip 311 |
| 20008 | Whip 312 |
| 20009 | Whip 313 |
| 20010 | Whip 321 |
| 20011 | Whip 322 |
| 20012 | Whip 323 |
| 20013 | Whip 320 |
| 20014 | Whip 331 |
| 20015 | Whip 332 |
| 20016 | Whip 333 |
| 20100 | 2000 | Dagger | Dagger |
| 20200 | 2000 | Axe 1 | Axe |
| 20201 | Axe 2 |
| 20202 | Axe 3 |
| 20203 | Axe 4 |
| 20300 | 2000 | Boomerang 1 | Boomerang |
| 20301 | Boomerang 2 |
| 20302 | Boomerang 3 |
| 20400 | 2000 | Holy water | Holy water |
| 20401 | Holy water flame 1 |
| 20402 | Holy water flame 2 |
| 20403 | Holy water flame 3 |
| 20404 | Holy water flame 4 |
| 20405 | Holy water flame 5 |
| 21000 | 2000 | Fireball | Fireball |
| 21100 | 2000 | Bone 1 | Bone |
| 21101 | Bone 2 |
| 21102 | Bone 3 |
| 30000 | 3000 | Torch 1 | Torch |
| 30001 | Torch 2 |
| 30100 | 3000 | Candle 1 | Candle |
| 30101 | Candle 2 |
| 30200 | 3000 | Breakable block s2 | Breakable block |
| 30300 | 3000 | Breakable block s3 |
| 50400 | 3000 | Breakable block s4 |
| 30500 | 3000 | Moving block | Moving block |
| 30600 | 3000 | Door 1 | Door |
| 30601 | Door 2 |
| 30602 | Door 3 |
| 40000 | 4000 | Hit Effect | Effect |
| 40100 | 4000 | Dead Effect 1 |
| 40101 | Dead Effect 2 |
| 40102 | Dead Effect 3 |
| 40200 | 4000 | 100 Point |
| 40300 | 4000 | 400 Point |
| 40400 | 4000 | 700 Point |
| 40500 | 4000 | 1000 Point 1 |
| 40501 | 1000 Point 2 |
| 40502 | 1000 Point 3 |
| 40600 | 4000 | 2000 Point 1 |
| 40601 | 2000 Point 2 |
| 40602 | 2000 Point 3 |
| 40700 | 4000 | 4000 Point 1 |
| 40701 | 4000 Point 2 |
| 40702 | 4000 Point 3 |
| 50000 | 5000 | Whip | Item |
| 50100 | 5000 | Dagger |
| 50200 | 5000 | Axe |
| 50300 | 5000 | Boomerang |
| 50400 | 5000 | Holy water |
| 50500 | 5000 | Stopwatch |
| 50600 | 5000 | Small heart |
| 50700 | 5000 | Big heart |
| 50800 | 5000 | Money 100 |
| 50900 | 5000 | Money 400 |
| 51000 | 5000 | Money 700 |
| 51200 | 5000 | Crown 1 |
| 51201 | Crown 2 |
| 51202 | Crown 3 |
| 51203 | Crown 4 |
| 51300 | 5000 | Chest 1 |
| 51301 | Chest 2 |
| 51302 | Chest 3 |
| 51303 | Chest 4 |
| 51400 | 5000 | Island head 1 |
| 51401 | Island head 2 |
| 51402 | Island head 3 |
| 51403 | Island head 4 |
| 51404 | Island head 5 |
| 51405 | Island head 6 |
| 31406 | Island head 7 |
| 51407 | Island head 8 |
| 51408 | Island head 9 |
| 51409 | Island head 10 |
| 51410 | Island head 11 |
| 51411 | Island head 12 |
| 51412 | Island head 13 |
| 51413 | Island head 14 |
| 51414 | Island head 15 |
| 51415 | Island head 16 |
| 51500 | 5000 | 1up |
| 51600 | 5000 | Pork |
| 51700 | 5000 | Cross |
| 51800 | 5000 | Double Shot |
| 51900 | 5000 | Triple Shot |
| 52000 | 5000 | Crystal 1 |
| 52001 | Crystal 2 |
| 60000 | 6000 | Vampire Bat 0 | Vampire Bat |
| 60001 | Vampire Bat 1 |
| 60002 | Vampire Bat 2 |
| 60003 | Vampire Bat 3 |
| 60100 | 6000 | Black Knight 1 | Black Knight |
| 60101 | Black Knight 2 |  |
| 60102 | Black Knight 3 |  |
| 60200 | 6000 | Ghost 1 | Ghost |
| 60201 | Ghost 2 |  |
| 60300 | 6000 | Hunchback 1 | Hunchback |
| 60301 | Hunchback 2 |  |
| 60400 | 6000 | White Skeleton 1 | White Skeleton |
| 60401 | White Skeleton 2 |  |
| 60500 | 6000 | Zombie 1 | Zombie |
| 60501 | Zombie 2 |  |
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1. **Animation**

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| --- | --- | --- | --- |
| ID | Sprite ID | Name | Object |
| 10000 | 10000 | Simon idle | Simon |
| 10100 | 10000 | Simon walk |
| 10100 |
| 10101 |
| 10100 |
| 10200 | 10200 | Simon crouch |
| 10300 | 10300 | Simon attack |
| 10301 |
| 10302 |
| 10400 | 10400 | Simon crouch attack |
| 10401 |
| 10402 |
| 10500 | 1050 | Simon hit |
| 10600 | 1060 | Simon dead |
| 1061 |  |
| 20000 | 20000 | Whip 0 | Whip |
| 20001 | 20001 | Whip 11 |
| 20002 | 20002 | Whip 12 |
| 20003 | 20003 | Whip 13 |
| 20004 | 20004 | Whip 21 |
| 20005 | 20005 | Whip 22 |
| 20006 | 20006 | Whip 23 |
| 20007 | 20004 | Whip 31 |
| 20007 |
| 20008 |
| 20009 |
| 20008 | 20005 | Whip 32 |
| 20010 |
| 20011 |
| 20012 |
| 20009 | 20013 | Whip 33 |
| 20014 |
| 20015 |
| 20016 |
| 20100 | 20100 | Dagger | Dagger |
| 20200 | 20200 | Axe | Axe |
| 20201 |
| 20202 |
| 20203 |
| 20300 | 20300 | Boomerang | Boomerang |
| 20301 |
| 20302 |
| 20400 | 20400 | Holy water | Holy water |
| 20401 | 20401 | Flame 1 |
| 20402 |
| 20403 |
| 20402 | 20404 | Flame 2 |
| 20405 |
| 21000 | 21000 | Fireball | Fireball |
| 21100 | 21100 | Bone | Bone |
| 21101 |
| 21102 |
| 30000 | 30000 | Torch | Torch |
| 30001 |
| 30100 | 30100 | Candle | Candle |
| 30101 |
| 30200 | 30200 | Breakable block s2 | Breakable block |
| 30300 | 30300 | Breakable block s3 |
| 30400 | 30400 | Breakable block s4 |
| 30500 | 30500 | Moving block | Moving block |
| 30600 | 30600 | Door close idle | Door |
| 30601 | 30600 | Door open |
| 30601 |
| 30602 |
| 30602 | 30602 | Door open idle |
| 30603 | 30602 | Door close |
| 30601 |
| 30600 |
| 40000 | 40000 | Hit Effect | Effect |
| 40100 | 40100 | Dead Effect |
| 40101 |
| 40102 |
| 40200 | 40200 | 100 Point |
| 40300 | 40300 | 400 Point |
| 40400 | 40400 | 700 Point |
| 40500 | 40500 | 1000 Point |
| 40501 |
| 40502 |
| 40600 | 40600 | 2000 Point |
| 40601 |
| 40602 |
| 40700 | 40700 | 4000 Point |
| 40701 |
| 40702 |
| 50000 | 50000 | Whip | Item |
| 50100 | 50100 | Dagger |
| 50200 | 50200 | Axe |
| 50300 | 50300 | Boomerang |
| 50400 | 50400 | Holy water |
| 50500 | 50500 | Stopwatch |
| 50600 | 50600 | Small heart |
| 50700 | 50700 | Big heart |
| 50800 | 50800 | Money 100 |
| 50900 | 50900 | Money 400 |
| 51000 | 51000 | Money 700 |
| 51100 | 50800 | Money 1000 |
| 50900 |
| 51000 |
| 51200 | 51200 | Crown |
| 51201 |
| 51202 |
| 51203 |
| 51300 | 51300 | Chest |
| 51301 |
| 51302 |
| 51303 |
| 51400 | 51400 | Island Head |
| 51401 |
| 51402 |
| 51403 |
| 51404 |
| 51405 |
| 51406 |
| 51407 |
| 51408 |
| 51409 |
| 51410 |
| 51411 |
| 51412 |
| 51413 |
| 51414 |
| 51415 |
| 51500 | 51500 | 1up |
| 51600 | 51600 | Pork |
| 51700 | 51700 | Cross |
| 51800 | 51800 | Double shot |
| 51900 | 51900 | Triple shot |
| 52000 | 52000 | Crystal |
| 52001 |
| 60000 | 60000 | Bat Hanging | Vampire Bat |
| 60001 | 60001 | Bat Flying |
| 60002 |
| 60003 |
| 60100 | 60100 | Black Knight Idle | Black Knight |
| 60101 | 60100 | Black Knight move |
| 60101 |
| 60102 |
| 60101 |
| 60200 | 60200 | Ghost | Ghost |
| 60201 |
| 60300 | 60300 | Hunchback idle | Hunchback |
| 60301 | 60301 | Hunchback leap |
| 60400 | 60400 | White Skeleton | White Skeleton |
| 60401 |
| 60500 | 60500 | Zombie | Zombie |
| 60501 |
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1. **Sound**

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| ID | Name |
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1. **Object type**

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| --- | --- | --- |
| ID | Object | GIF |
| 200 | Whip |  |
| 201 | Dagger |  |
| 202 | Axe |  |
| 203 | Boomerang |  |
| 204 | Holy Water |  |
| 210 | Fireball |  |
| 211 | Bone |  |
| 300 | Torch |  |
| 301 | Candle |  |
| 302 | Breakable block s2 |  |
| 303 | Breakable block s3 |  |
| 304 | Breakable block s4 |  |
| 305 | Moving block |  |
| 306 | Door |  |
| 400 | Effect hit |  |
| 401 | Effect dead |  |
| 402 | 100 Point |  |
| 403 | 400 Point |  |
| 404 | 700 Point |  |
| 405 | 1000 Point |  |
| 406 | 2000 Point |  |
| 407 | 4000 Point |  |
| 500 | Item whip |  |
| 501 | Item dagger |  |
| 502 | Item axe |  |
| 503 | Item boomerang |  |
| 504 | Item holy water |  |
| 505 | Item stopwatch |  |
| 506 | Item small heart |  |
| 507 | Item big heart |  |
| 508 | Item Money 100 |  |
| 509 | Item Money 400 |  |
| 510 | Item Money 700 |  |
| 511 | Item Money 1000 |  |
| 512 | Crown |  |
| 513 | Chest |  |
| 514 | Island Head |  |
| 515 | 1up |  |
| 516 | Pork |  |
| 517 | Cross |  |
| 518 | Double Shot |  |
| 519 | Triple Shot |  |
| 520 | Crystal |  |
| 600 | Vampire Bat |  |
| 601 | Black Knight |  |
| 602 | Ghost |  |
| 603 | Hunchback |  |
| 604 | White Skeleton |  |
| 605 | Raven |  |
| 606 | Zombie |  |
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