**OBJECT ID**

1. **Texture**

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

1. **Sprite**

|  |  |  |  |
| --- | --- | --- | --- |
| 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 |
| 30000 | 3000 | Torch 1 | Torch |
| 30001 | Torch 2 |
| 30100 | 3000 | Candle 1 | Candle |
| 30101 | Candle 2 |
| 30200 | 3000 | Whip | Item |
| 30300 | 3000 | Dagger |
| 30400 | 3000 | Axe |
| 30500 | 3000 | Boomerang |
| 30600 | 3000 | Holy water |
| 30700 | 3000 | Stopwatch |
| 30800 | 3000 | Small heart |
| 30900 | 3000 | Big heart |
| 31000 | 3000 | Money 100 |
| 31100 | 3000 | Money 400 |
| 31200 | 3000 | Money 700 |
| 31400 | 3000 | Breakable block s2 | Breakable block |
| 31500 | 3000 | Breakable block s3 |
| 31600 | 3000 | Breakable block s4 |
| 31700 | 3000 | Moving block | Moving block |
| 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 |
| 50000 | 5000 | Vampire Bat 0 | Vampire Bat |
| 50001 | Vampire Bat 1 |
| 50002 | Vampire Bat 2 |
| 50003 | Vampire Bat 3 |
| 50100 | 5000 | Black Knight 1 | Black Knight |
| 50101 |  | Black Knight 2 |  |
| 50102 |  | Black Knight 3 |  |
| 50200 | 5000 | Ghost 1 | Ghost |
| 50201 |  | Ghost 2 |  |
| 50300 | 5000 | Hunchback 1 | Hunchback |
| 50301 |  | Hunchback 2 |  |
| 50400 | 5000 | White Skeleton 1 | White Skeleton |
| 50401 |  | White Skeleton 2 |  |
| 50500 | 5000 | Zombie 1 | Zombie |
| 50501 |  | Zombie 2 |  |
|  |  |  |  |

1. **Animation**

|  |  |  |  |
| --- | --- | --- | --- |
| 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 |
| 30000 | 30000 | Torch | Torch |
| 30001 |
| 30100 | 30100 | Candle | Candle |
| 30101 |
| 30200 | 30200 | Whip | Item |
| 30300 | 30300 | Dagger |
| 30400 | 30400 | Axe |
| 30500 | 30500 | Boomerang |
| 30600 | 30600 | Holy water |
| 30700 | 30700 | Stopwatch |
| 30800 | 30800 | Small heart |
| 30900 | 30900 | Big heart |
| 31000 | 31000 | Money 100 |
| 31100 | 31100 | Money 400 |
| 31200 | 31200 | Money 700 |
| 31300 | 31000 | Money 1000 |
| 31100 |
| 31200 |
| 31400 | 31300 | Breakable block s2 | Breakable block |
| 31500 | 31400 | Breakable block s3 |
| 31600 | 31500 | Breakable block s4 |
| 31700 | 31600 | Moving block | Moving block |
| 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 |
| 50000 | 50000 | Bat Hanging | Vampire Bat |
| 50001 | 50001 | Bat Flying |
| 50002 |
| 50003 |
| 50100 | 50100 | Black Knight Idle | Black Knight |
| 50101 | 50100 | Black Knight move |
| 50101 |
| 50102 |
| 50101 |

1. **Sound**

|  |  |
| --- | --- |
| ID | Name |
|  |  |
|  |  |

1. **Object type**

|  |  |  |
| --- | --- | --- |
| ID | Object | GIF |
| -1 | Block |  |
| 300 | Torch |  |
| 301 | Candle |  |
| 302 | Item whip |  |
| 303 | Item dagger |  |
| 304 | Item axe |  |
| 305 | Item boomerang |  |
| 306 | Item holy water |  |
| 307 | Item stopwatch |  |
| 308 | Item small heart |  |
| 309 | Item big heart |  |
| 310 | Item Money 100 |  |
| 311 | Item Money 400 |  |
| 312 | Item Money 700 |  |
| 313 | Item Money 1000 |  |
| 314 | Breakable block s2 |  |
| 315 | Breakable block s3 |  |
| 316 | Breakable block s4 |  |
| 317 | Moving block |  |
| 400 | Effect hit |  |
| 401 | Effect dead |  |
| 402 | 100 Point |  |
| 403 | 400 Point |  |
| 404 | 700 Point |  |
| 405 | 1000 Point |  |
| 500 | Vampire Bat |  |
| 501 | Black Knight |  |
| 502 | Ghost |  |
| 503 | Hunchback |  |
| 504 | White Skeleton |  |
| 505 | Zombie |  |
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