

If your wondering where GroundWalk1 is, I lost the PNG for it, but I also know it's the sprite that's already in Unity, so we already have it imported and accessible

The first two sprites of the damage sequence also serve as the first two sprites of the death sequence. This applies to the sentry sprites as well. For the drone sprites, only the first Sprite of the damage sequence also serves as the first Sprite of the death sequence.

The last three sprites of the death sequences for all will have the explosion effect played in a layer behind them, the sprites for which are contained in their own folder.