***Sizes Documentation***

These are measured from a game resolution of 640 x 480 pixels (640 as width, 480 as height)

All the numbers below are measured in pixels (px.)

This set of data is measured roughly in paint.

1. Guppy
   1. Baby
      1. Width: 34
      2. Height: 34
   2. Medium
      1. Width: 52
      2. Height: 47
   3. Large
      1. Width: 66
      2. Height: 61
2. Monster
   1. Blue Monster
      1. Width: 94
      2. Height: 138
   2. Destructor
      1. Width: 150
      2. Height: 150
   3. Balrog
      1. Width: 130
      2. Height: 150
   4. Gus
      1. Width: 116
      2. Height: 154
3. Collectable
   1. Diamond
      1. Width: 30
      2. Height: 30
   2. Silver Coin
      1. Width: 30
      2. Height: 30
   3. Gold Coin
      1. Width: 30
      2. Height: 30
   4. Pearl
      1. Width: 35
      2. Height: 35
4. Food
   1. Level 1 (Brown)
      1. Width: 18
      2. Height: 14
   2. Level 2 (Green)
      1. Width: 21
      2. Height: 23
   3. Level 3 (Medicine)
      1. Width: 20
      2. Height: 14
   4. Potion
      1. Width: 34
      2. Height: 34
5. Max Food Number
   1. Width: 8
   2. Height: 14
6. Carnivore
   1. Width: 76
   2. Height: 66
7. Star Catcher
   1. Width: 53
   2. Height: 66
8. Guppy Cruncher
   1. Width: 66
   2. Height: 69
9. Beetle Muncher
   1. Width: 67
   2. Height: 74
10. Ultravore
    1. Width: 143
    2. Height: 103
11. Breeder
    1. Baby
       1. Width: 46
       2. Height: 42
    2. Medium
       1. Width: 61
       2. Height: 52
    3. Adult
       1. Width: 65
       2. Height: 62