# PacMan

* 48x48
* Animations:
  + Idle
  + Eat/Move
  + Die
  + Spawn
  + Win

# Ghost

* 48x48
* Eyes:
  + Pupil’s Front
  + Pupil’s Top-Left
* Body:
  + Non-Edible
    - Idle
    - Walk
  + Edible
    - Idle
    - Walk
  + Win

# Map

* 50x50 Blocks
* Parts:
  + Blank
  + Pellet
  + Power Pellet
  + Ghost Crossing
  + Ghost Base
  + Circular
  + Line
  + Close Line
  + Corner
  + T-Junction
  + Intersection

# Menu

* Background (Scrollable)
* Logo:
  + SAPIAN
  + Creative Disorder
* Font

# Inventory/UI

* Power Icons:
  + 32x32
  + Circular
* Traps:
  + 48x48
  + Star-Shape
* Area:
  + PowerUp
  + Score
  + Map
  + Info
  + Radar
* Arrow (Facing Up)

# Radar

* 128x128
* Blocks:
  + 4x4
  + Simple Rectangles