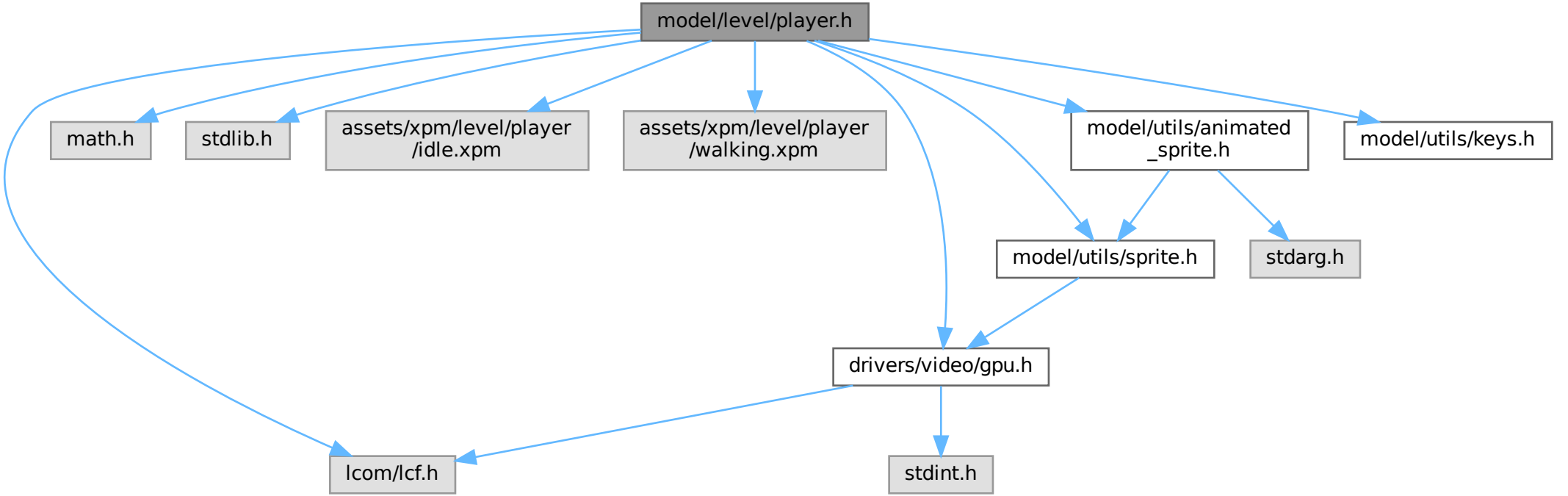
model/level/player.h
math.h
stdlib.h
assets/xpm/level/player
/idle.xpm
assets/xpm/level/player
/walking.xpm
model/utils/animated
_sprite.h
model/utils/keys.h
model/utils/sprite.h
stdarg.h
drivers/video/gpu.h
lcom/lcf.h
stdint.h