Groover\_Flair

* Used used as idle animation
* Used with heal sprite behind this animation

Groover\_Jump

* Used as jump or small attack

Groover\_Dismount\_Hover

* Animation includes when Groover dismounts from the land, proceeds with a looping animation of them hovering in the air/flying & finally the landing.
* Loop frames/sprites from 11 to 21 to obtain hovering/flying animation
* Initiating frames 1-10 is dismounting and 22-32 are landing.