Sprites

* Bush, Cart, Player, Clouds, Nature, Grass, Rocks, Door, Training Dummy, Windmill Base, Mountains, Flowers, Trees, Windmill Spinner

Scripts

* Camera Functions, Level Change, Make Event, Damage on Collide, Delayed Scene Change, Enemy Death, Health Bar, Mantle, Parallax, Enemy Pathfinding, Player, Windmill

Scenes

* Demo
* End Scene
* Game Over
* Main Menu

Sound

* Music: Game over/Main menu, Main game,
* Sound Effects: Fly Collision/Death, Dummy Collision, Dummy Death, Big fly Collision/ Death, Test dummy break, door opening, button press

Animation

* Enemy: Enemy fly: Flap, die
* Player: Jump, Walk