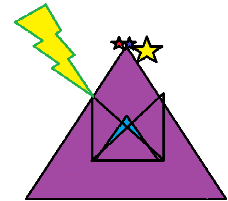
**Sprite Catalogue**

**Perpend Stone icon Player: *Speed Snail* Basic Mach: *Speed Snail*****Color Final: *Speed Snail* no jetpack:**\\cslab-server\home\brewsterc\My Documents\Pre-AP Computer Science (10th Grade)\Python Projects\Miscellaneous\src\Final Project\snail.png

\\cslab-server\home\brewsterc\Desktop\snail.png\\cslab-server\home\brewsterc\My Documents\Pre-AP Computer Science (10th Grade)\Python Projects\Miscellaneous\src\Final Project\snail.png\\CSLAB-SERVER\Home\brewsterc\My Documents\Pre-AP Computer Science (10th Grade)\Eclipse Projects\Games\src\player.png

*(Logo for company)**(First image for* Speed Snail*)**(Basis image for* Speed Snail*)**(First* Speed Snail *with color*) *(Outline altered.)*

**Baddie: Flame: Oriented Flame: *Speed Snail* Jetpack Final: *Speed Snail* Second Frame:**

\\cslab-server\home\brewsterc\My Documents\Pre-AP Computer Science (10th Grade)\Python Projects\Miscellaneous\src\Final Project\baddie.png\\cslab-server\home\brewsterc\My Documents\Pre-AP Computer Science (10th Grade)\Python Projects\Miscellaneous\src\Final Project\flame.png

\\cslab-server\home\brewsterc\My Documents\Pre-AP Computer Science (10th Grade)\Python Projects\Miscellaneous\src\Final Project\flame.png

*(A base image) (Second missile base image) (Missile now facing right way) (Jetpack applied) (New Animation Frame)*

***Speed Snail* Final: *Speed Snail* Final Frame 2: Speed Power-Up: Salt: Points Power-Up:**

\\cslab-server\home\brewsterc\Desktop\points_power_up.png\\cslab-server\home\brewsterc\Desktop\SALT - Copy.png\\cslab-server\home\brewsterc\Desktop\speed_power_up.png

*(Final Revision) (Final Revision, second frame) (Basis image for others) (New projectile) (Based from Speed Power-Up)*

***Speed Snail* Powered Up: Revised Salt: *Speed Snail* Left: *Speed Snail* Small Thrust: *Speed Snail* Small Thrust Left:**

\\cslab-server\home\brewsterc\Desktop\SALT.png

*(Image for Power-up) (Salt easier to see now) (Implemented new direction) (Descending Frame) (Opposite of prior)*

***Speed Snail* Large Thrust: *Speed Snail* Large Thrust Left:**

*(Ascending Frame) (Opposite of prior)*