

animationscript.txt

SplashKit Animation

```
// f: identifier, cell number, duration, next frame
f:[0-7],[0-7],12,0
f:[8-15],[8-15],12,8
f:[16-23],[23-16],8,16
f:[24-31],[24-31],8,24
f:[32-39],[32-39],12,32
f:[40-47],[47-40],12,40

// identifiers
i:Right,0
i:Left,8
i:RunLeft,16
i:RunRight,24
i:DeadRight,32
i:DeadLeft,40
```

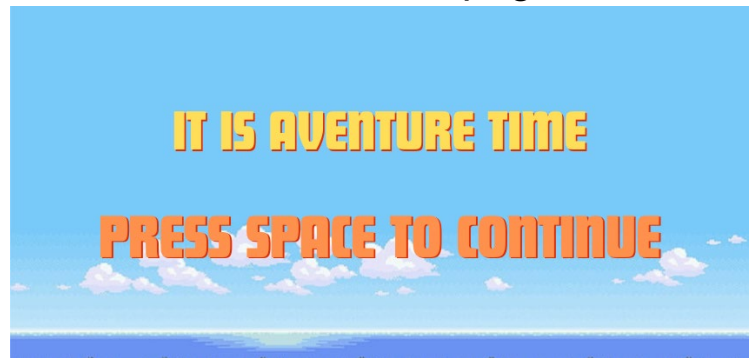
marine.png



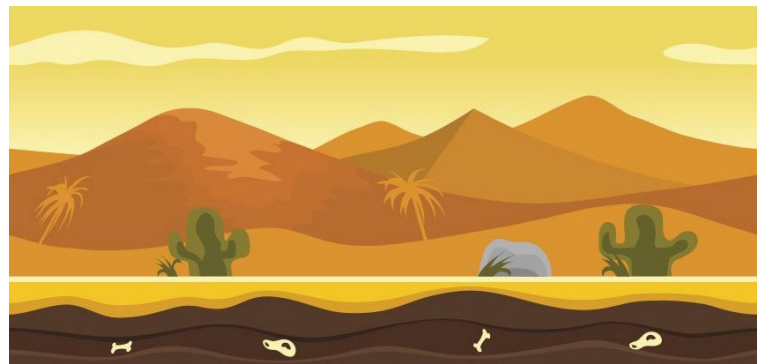
sky.png



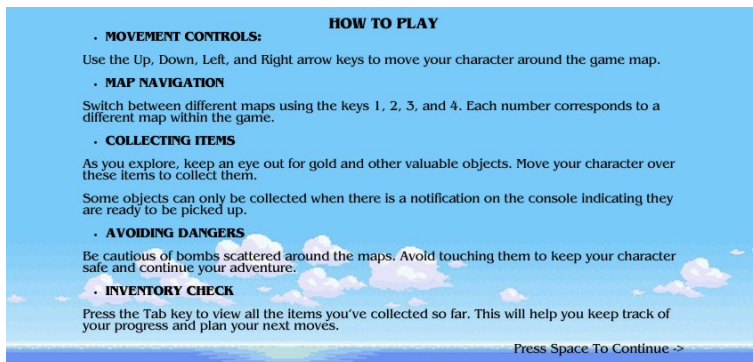
GameStart.png



desert.jpg



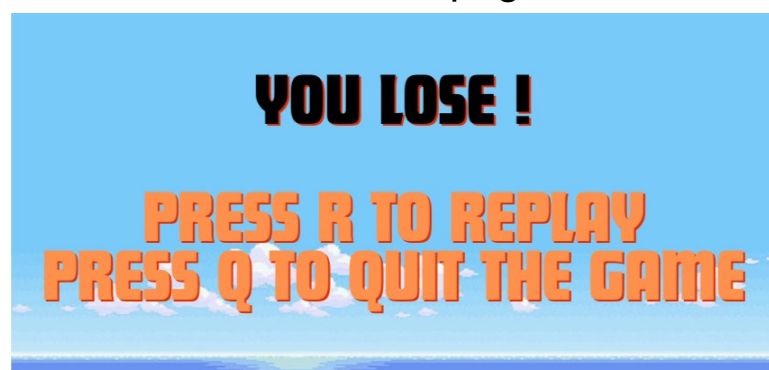
Instructions.png



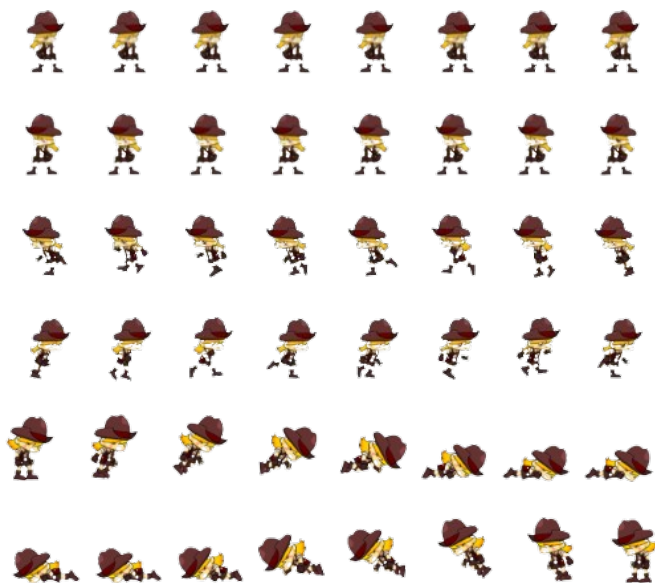
jungle.png



GameOver.png



playerImage.png



jump potion.png



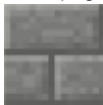
speedpotion.png



sword.png



land.png



Gold.png



Bomb.png



map.txt

