PAL: The enemy characters have floating pixels above them when moving to the left

Seriosity: 2/3

Probability 3/3

Description: Probably due to an issue with importing the assets, enemy characters have extra pixels above them

Steps to Repro:

1. Launch Build: V.0.3
2. Find a room with enemies
3. Position yourself to the left of them.
4. Observe the floating pixels above their heads

**Affected Version: 0.3**

**Technical Repro 5/5**

**Attachment:**

