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| Case # | Input Values | Expected Result | Observable |
| 1 | 33x48 | Bowser Sprite should be able to change its image to the next image on the sprite sheet (4 total). | All the sprite frames loaded except the last one. The last frame jumps awkwardly and floats. |
| 2 | 32x32 | Bowser Sprite should be able to change its image to the next image on the sprite sheet (4 total). | It loads sprite frames as expected after using the proper image size per sprite. |