BACKUPS

Formula: PTT hr.min.A/P-mm/dd/yy

**PTT 09.27.P-12.26.16**

**Notes:** *Original backup file. First ever. Wow.*

**PTT 12.43.P-01.31.17**

**Notes:** *Second backup file, contains working music library and several gamestates. Beginning of enemy scripts. Start of a more official, complex matrix version of the music library. Sprite library needs to be worked on. Working Title Menu and small In-Game Menu.*

**File Tree:**

PTT

**Audio**  
 Music  
 *MenuTheme.mp3  
 PTLT.ogg*  
**Graphics** Menu  
 *MenuScreenBG.png  
 Quit\_Active.png  
 Quit\_Inactive.png  
 Start\_Game\_Active.png  
 Start\_Game\_Inactive.png*  
 Sprites  
 Backups  
 *Backup1.zip*  
 Map  
 Standing  
 *St-Jaamie.gif  
 St-Jaamie.png  
 St-Memos.gif  
 St-Vinny.gif*  
 Walking  
 *Wa-Jaamie B.gif  
 Wa-Jaamie F.gif*  
 TSs  
 Jaamie  
 *JTa1.png  
 JTa2.png  
 JTa3.png*  
 *Ta-Jaamiess.png  
 Ta-Mnemos.gif  
 Ta-Vincent.gif*  
 XCFs

*Mnemos Faceplate  
 Port Base  
 Sprite Border  
 St-Jaamie  
 St-Mnemos  
 St-Vincent  
 Ta-Jaamie  
 Ta-Jaamiess  
 Ta-Mnemos  
 Ta-Vincent  
 Vinny Faceplate  
 Wa-Jaamie B  
 Wa-Jaamie F  
 Wa-Jaamie L  
 Wa-Jaamie R*  
 *sq.png*  
**Scripts** *Enemies.lua  
 gamestate.lua  
 M.lua  
 sp.lua  
 Trem.lua* **SFX** *sfct.wav* **States** *gameS.lua  
 menuS.lua  
 MusicRoomS.lua  
 splashS.lua**conf.lua  
main.lua*