sprites->Add(200, 0, 0, 512, 96, texBlackboard);//blackboard

sprites->Add(201, 5, 104, 11, 116, texBlackboard);//player health

sprites->Add(202, 21, 104, 27, 116, texBlackboard);//enymy health

sprites->Add(203, 13, 104, 19, 116, texBlackboard);//default health

sprites->Add(204, 50, 103, 64, 117, texBlackboard);//number 0

sprites->Add(205, 68, 103, 80, 117, texBlackboard);//number 1

sprites->Add(206, 82, 103, 96, 117, texBlackboard);//number 2

sprites->Add(207, 98, 103, 112, 117, texBlackboard);//number 3

sprites->Add(208, 114, 103, 128, 117, texBlackboard);//number 4

sprites->Add(209, 130, 103, 144, 117, texBlackboard);//number 5

sprites->Add(210, 146, 103, 160, 117, texBlackboard);//number 6

sprites->Add(211, 162, 103, 176, 117, texBlackboard);//number 7

sprites->Add(212, 178, 103, 192, 117, texBlackboard);//number 8

sprites->Add(213, 194, 103, 208, 117, texBlackboard);//number 9

sprites->Add(214, 5, 126, 61, 167, texBlackboard);//dagger

sprites->Add(215, 62, 126, 117, 167, texBlackboard);//throwingAxe

sprites->Add(216, 118, 126, 171, 167, texBlackboard);//boomerang

sprites->Add(217, 172, 126, 227, 167, texBlackboard);//holywater

sprites->Add(218, 228, 126, 283, 167, texBlackboard);//stopwatch

sprites->Add(219, 283, 125, 337, 167, texBlackboard);//double shot

sprites->Add(220, 338, 126, 387, 167, texBlackboard);//triple shot