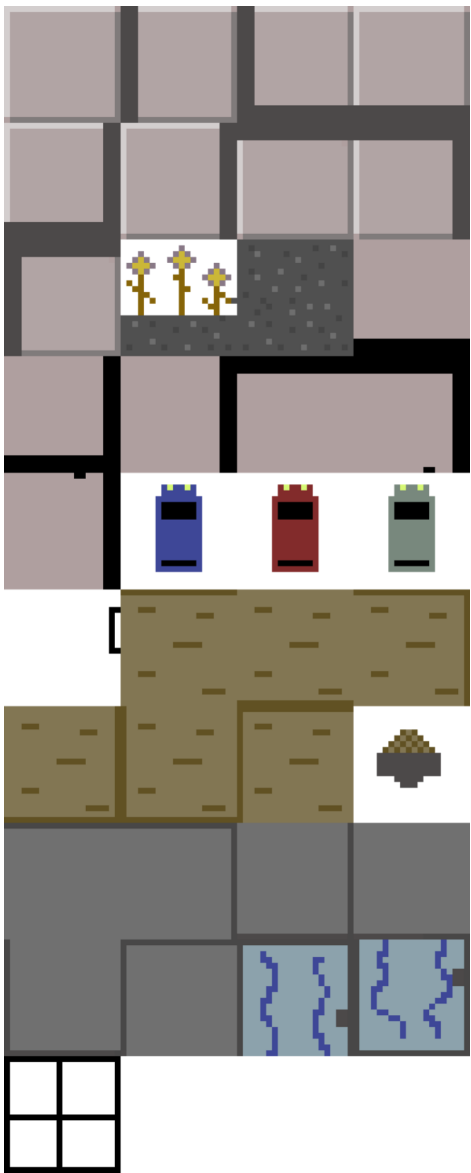


# GamePad – Concept Development

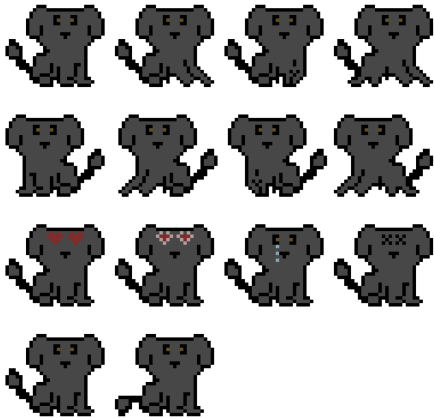
## Part II: Game Resources

1. Create an image resource library including all tiles and sprites necessary for the game. Include hex addresses for each sprite for reference (e.g. 0x04). Background tiles should be 20x20 pixels and any tiles that use transparent backgrounds should have a width that is a multiple of 8.

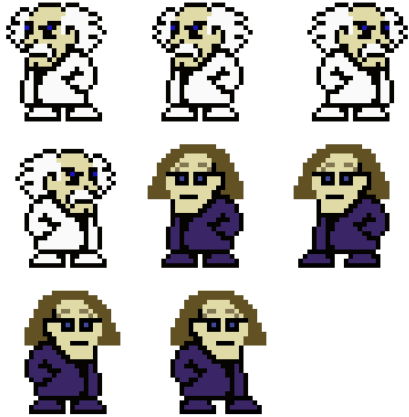
| Background Tiles (20 x 20 px) |                    |                    |                   |   |
|-------------------------------|--------------------|--------------------|-------------------|---|
| Tile mid<br>0x00              | Tile L<br>0x01     | Tile LB<br>0x02    | Tile B<br>0x03    |  |
| Tile RB<br>0x04               | Tile R<br>0x05     | Tile T<br>0x06     | Tile RT<br>0x07   |   |
| Tile RT<br>0x08               | Flowers<br>0x09    | Gravel<br>0x0A     | Clinic B<br>0x0B  |   |
| clinic RB<br>0x0C             | Clinic mid<br>0x0D | Clinic LT<br>0x0E  | Clinic DT<br>0x0F |   |
| Clinic DB<br>0x10             | B Car<br>0x11      | R Car<br>0x12      | G Car<br>0x13     |   |
| door<br>0x14                  | Desk T<br>0x15     | Desk B<br>0x16     | Desk RT<br>0x17   |   |
| Desk RB<br>0x18               | Desk LB<br>0x19    | Desk LT<br>0x1A    | Treats<br>0x1B    |   |
| Counter T<br>0x1C             | Counter TR<br>0x1D | Counter RB<br>0x1E | Counter B<br>0x1F |   |
| Counter LB<br>0x20            | Counter LT<br>0x21 | Bath T<br>0x22     | Bath B<br>0x23    |   |

|              |  |  |  |  |
|--------------|--|--|--|--|
| Cage<br>0x24 |  |  |  |  |
|--------------|--|--|--|--|

**Mr. Leo (32 X 32)**

|                      |                      |                 |                     |   |
|----------------------|----------------------|-----------------|---------------------|---|
| Stand R<br>0x00      | Run R-1<br>0x01      | Run R-2<br>0x02 | Run R-3<br>0x03     |  |
| Stand L<br>0x04      | Run L-1<br>0x05      | Run L-2<br>0x06 | Run L-3<br>0x07     |   |
| Heart Eyes-1<br>0x08 | Heart Eyes-2<br>0x09 | Tear<br>0x0A    | Dead/caught<br>0x0B |   |
| Tail Wag-1<br>0x0C   | Tail Wag-2<br>0x0D   |                 |                     |   |

**Dr. Vet and Ms. Receptionist (32 X 32)**

|                 |                 |                 |  |
|-----------------|-----------------|-----------------|--|
| Vet-L-1<br>0x00 | Vet-L-2<br>0x01 | Vet-R-1<br>0x02 |  |
| Vet-R-2<br>0x04 | Rec-L-1<br>0x05 | Rec-L-2<br>0x06 |  |
| Rec-R-1<br>0x08 | Rec-R-2<br>0x09 |                 |  |