**Pictures:**

* Environment:
  + Gras
  + Dirt
  + Tree
    - Full
    - Breaking
    - Broken
    - Only logs remaining
  + Stone
    - Full
    - Breaking
    - Broken
    - Only granit remaining
  + Channel
    - Digging start
    - Digging done
    - Fille half with water
    - Fill all the way
    - Left turn
    - Right turn
    - Straight
    - Dead end
  + Indestructable Ground/montain
* Character:
  + Standing
    - Facing left
    - Facing right
    - Facing up
    - Facing down
    - Holding:
      * Ax
      * Pickax
      * Shovel
      * Logs
      * Granit
      * TNT
* Boat:
  + Standing
    - Facing left
    - Facing right
    - Facing up
    - Facing down
* Tools:
  + Pickax
  + TNT
  + Logs
  + Granit
  + Ax

**Animations:**

* Environment:
  + Tree chopdown
  + Stone chopdown
  + Channel digging
* Character:
  + Walking
    - Left
    - Right
    - Up
    - Down
    - Tunring in all directions
  + Using Tools:
    - Ax
    - Pickax
    - Shovel
    - Logs
    - Granit
    - TNT
* Boat:
  + Rowing and moving
    - Left
    - Right
    - Up
    - Down
    - Exploding
    - Turning
* Tools:
  + TNT exploding