\character

character.png – Used for player. Shows going through the pipes when the levels are cleared.

\credits

Credits1.png, credits3.png – Used for credits page.

\cutscenes

Imagest1~3.png – Used for opening cutscenes.

Ending1~2.png – Used for ending cutscenes.

Yellow.png – Used for warning the player about the yellow pipe.

\environment

Background.png, background1~2.png – Used for game background

Title.png – Used for title screen (main menu).

\environment\transition

failScreen.png – Used to show the fail of the level.

Next.png – Used to show the clear of the level, and go to next.

\environment\pipes

55.png, image5.png, pipe2.png, pipe2-1.png, pipe2-2.png – Pipes which automatically turns by themselves.

Image\_auto1~3.png, imageEndAuto1.png – Pipes which automatically turns together when one with the same color rotates.

Image0~4.png, pipe0.png, pipe0-1.png – Original pipes which is unable to rotate.

Image0-1.png, image2-1.png, image4\_11.png, pipe3.png, pipe3-1.png – Pipes which is able to drag and drop and rotate.

ImageEnd.png, imageEnd2.png, imageStart.png, imageStart2.png – The pipes which shows the start and end of the puzzle.

\logos – Used for starting flash screens of the game. (Digipen logo, fmod logo, team logo)

\menu\_hud

00~9.png – Digit sprites used to show level of the game.

Arrow\_left.png, arrow\_right.png – arrow buttons for volume control.

Bar0.png – Used for sound control

Bar1.png – Used for sound control (volume). Fills the bar0.png

checkO.png, checkX.png – Used for full screen check.

Click\_left.png, click\_right.png, finish\_solving.png, then\_click.png – Used for tutorial instructions.

Credits.png, credits2.png, option.png, option2.png, quit.png, quit2.png, start.png,start2.png, tutorial.png, tutorial2.png – Used for main menu buttons.

Fullscreen.png – Used for option.

Left\_turn.png – a UI which shows the remained rotation count.

Level.png – a UI which shows the level number.

levelButton.png, levelButton1~10.png – used for level select screen.

levelButton(1~10)\_2.png – used for level select screen. Simple mouse effect.

Locked.png – used for level select screen.

Mini.png – shows the player some traps.

Music.png – UI for options.

Nextd.png,press.png,skip.png – additional buttons when cutscenes appear.

optionUI.png, optionUI\_2.png, playUI.png, playUI\_2.png, quitUI.png, quitUI\_2.png, restartUI.png, restartUI\_2.png – UIs used during game.

Quitcheck.png – a screen which asks the player about the confirmation of quitting.

No.png, no\_p.png, yes.png, yes\_p.png – buttons used for checking the confirmation of quitting.