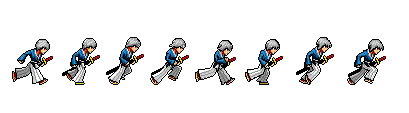
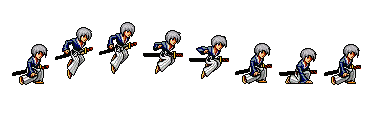
HUD



Main Menu



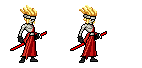
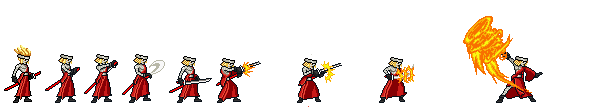
Player character/Sprites



Enemy Sprite



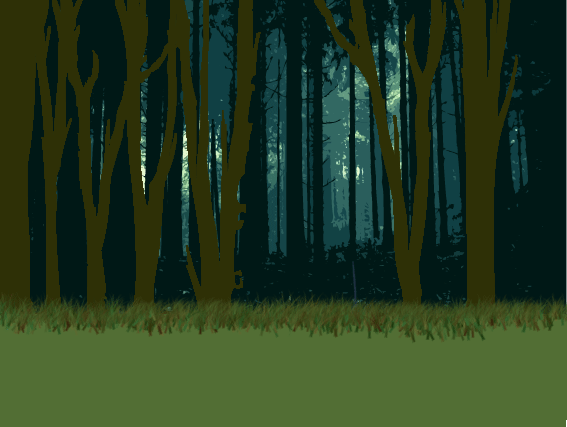
Boss Sprite



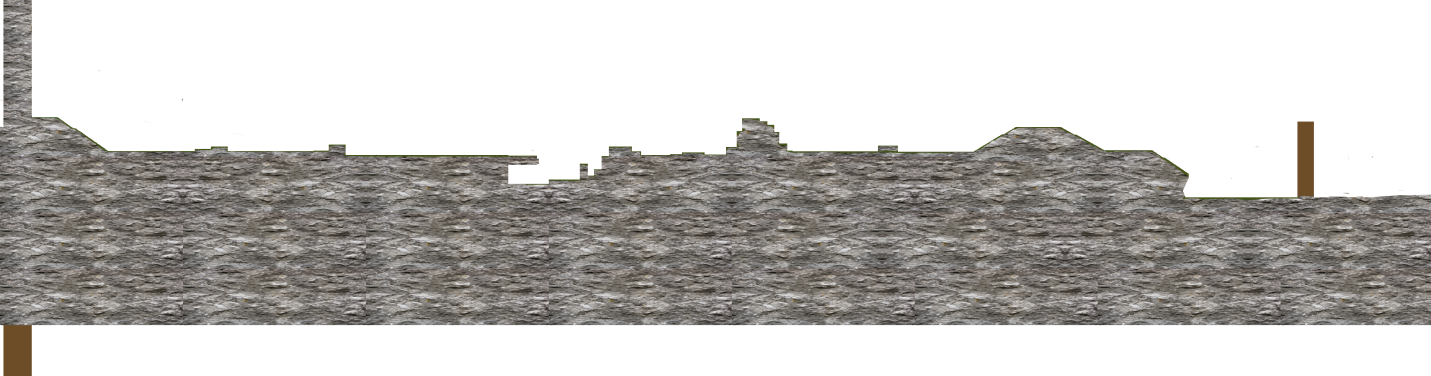
Live pick-up



Game Background



Game Level



Win Screen



Lose Screen



Assets