Intended Use:

- Allows you to load in a sprite sheet and specify the tile size
- Using the sprite sheet will allow you to select a tile and then click to place it at this point on the sprite window, allowing you to build a scene
- Can select a sprite from the list box labelled "Sprite Coords" and then delete it from both this list and the picture box it is drawn to by hitting the delete button
- Clicking save will let you save the sprite as either a .xml or .png file
- Clicking load will let you load in either a .xml or .png image into the sprite picture box to edit

Nondeterministic Finite Automata:

Open Sprite

Open Sprite Sheet

Load

MDI Parent
Window

Open Sprite Sheet

Sprite Sheet
Window

Quit

Open Sprite

Load

Sprite Window

Save