NecroDancer>Contents/Resources/data

/bestiary

Portraits of all characters and enemies for use in Character Select and Bestiary. All 528x720 resolution

/custom\_music

Custom music. Don’t worry about it for the mod

/cutscenes

nothing in here?

/entities

Sprites for all enemies

/gui

Boss battle wide portraits

Interface sprites: borders, slots, hearts, coin symbols, button immages

/items

Items, including pickups, chests, and “glows”

/languages

/<language>

Subtitles for cutscenes in each language, including English. They are saved as pictures

/level

Sprites for levels (walls, floors)

/lua

/enemies

Defines some custom enemy movement

/mainmenu

Menu images, including splash screen

/mentor

Four XML files that seem to refer to Dungeons. Includes things like <tile>s, starting conditions (i.e. torch=”1”), and numLevels=”1”.

Probably not the four default dungeons.

/music

All in-game music (boss, zones, training, lobby, CREDITS)

Plus all beat files in txt format

And cutscene background sounds

/particles

Non-attack particles

Things that fall off enemies

/sounds

Pretty much all sounds

/sound\_streaming

Sounds that are unplayable?

/spells

Sprites

/swipes

Weapon animations, i.e. whip tails and sword swings

/text

Necrosans Fonts, in png files

/traps

Trap sprites, including tempo changes, spikes, teleport runes, and spikes

/video

Cutscenes. Most cutscenes’ audio is in the music folder (all except credits?)

/mojo\_font.png

?

/TEMP\_font.png

transparent version of mojo\_font.png

/played.dat

played

/necrodancer.xml

main coding file

/save\_data##########.xml

player information, such as number of coins

/sounds.xml

references sounds filenames and defines volumes