Animation Timings

Main Character

1. Jump Animation: Frame 0 – 56
2. Run Cycle: Frame Frame 1 – 24
3. Run\_Jump\_Run: Frame 1 – 82
4. Front Flip: Frame 1 – 89
5. Run to stop: Frame 1 – 48
6. Stop to run: Frame 1 – 56
7. Walk Cycle: Frame 0 – 24

Zombie

1. Attack animation: Fame 1 – 40
2. Idle animation: Frame 1 – 200 (anywhere after 155)
3. Walk Cycle: Frame 1 – 24