Animation Timings

Main Character

* Jump Animation: Frame 0 – 56
* Run Cycle: Frame Frame 1 – 24
* Run\_Jump\_Run: Frame 1 – 82
* Front Flip: Frame 1 – 89
* Run to stop: Frame 1 – 48
* Stop to run: Frame 1 – 56
* Walk Cycle: Frame 0 – 30

Zombie

* Attack animation: Fame 1 – 20
* Idle animation: Frame 1 – 200 (anywhere after 155)
* Walk Cycle: Frame 1 – 24