Hello Dungeon

Swordsman spritesheet info: 64 \* 64 sprites

Walking is 9 \* 64 Down to 9 \* 64 Across

Through 13 \* 64 Down to 9 \* 64 Across

64 \* 64 death sprites

Dying 21 \* 64 Down to 6 \* 64 Across

192 \* 192 action sprites

Attacking is 8 \* 192 Down to 6 \* 192 Across

Through 11 \* 192 Down to 6 \* 192 Across

\*\*Note: Each row is facing forward > left > back > right

\*\*Each sequence takes its whole row to be called

\*\*Death sequence has only one row

/\*\*

\* Returns true if there is something in the grid space

\* @param

\* @return

\*/

public int checkGridSpace(int x, int y) {

for (int i = 0; i < grid.size(); i++) {

if (grid.get(i).getXVal() == x && grid.get(i).getYVal() == y) {

return grid.get(i).getSpaceVal();

}

}

return -1;

}