

MISURE SPRITES

MASTER (altezza macchina base)

World Unit: 22px

22px=1Wu

MAP TILE

Base area size: 256x256px

BUILDINGS

Base area:

very small:	1x1
small	2x2 wu
medium	3x3 wu
large	4x4wu
very-large*	5x5 / 6x6 wu

*solo per edifici molto specifici

Altezza:

Altezza: (**Wu** x 2) x (n piani)

very small:	1 wu
small	2 wu
medium	3/4/5 wu
tall	6wu
very-tall	8wu

CAR:

Base sprite: 32x32px

Frames: 16

ARMI

8X8

MERCENARI

32X32

MOB

SPRITES DA CREARE

	File da creare	Upgrade
	<code>img/icons/upg_speed.png</code>	Turbo Engine
	<code>img/icons/upg_damage.png</code>	Armi Potenziate
	<code>img/icons/upg_fire_rate.png</code>	Cadenza Rapida
	<code>img/icons/upg_max_health.png</code>	Blindatura Rinforzata
	<code>img/icons/upg_regen.png</code>	Auto-Riparazione
	<code>img/icons/upg_handling.png</code>	Drift Master
	<code>img/icons/upg_boost_cd.png</code>	Freno Perfetto
	<code>img/icons/pax_carlo.png</code>	Carlo (UZI)
	<code>img/icons/pax_maria.png</code>	Maria (Lupara)
	<code>img/icons/pax_tony.png</code>	Tony (Sniper)
	<code>img/icons/pax_gino.png</code>	Gino (AK-47)
	<code>img/icons/pax_luisa.png</code>	Luisa (Beretta)
	<code>img/icons/pax_bruno.png</code>	Bruno (M79)

	<code>img/icons/car_seats.png</code>	Outline macchina top-down per il seat picker
	<code>img/icons/pax_popo</code>	Popo (paintball)
	<code>img/icons/pax_reb</code>	Reb (bazooka)