


# Picture Names

This component will be handed in on paper. It does not need to be well formatted; it is useful when we are coding. Students never know what their pictures are called and we waste valuable time scrolling all over their program to look things up.

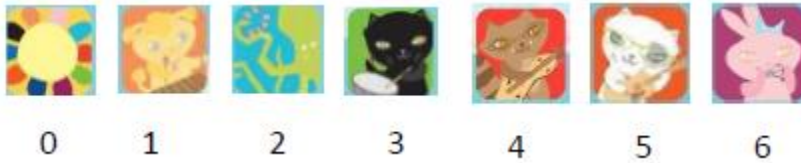
You need to have a list of all your picture names for your grid.

For example, for Chess:

You only need the table and the details:

	b	b	n	u	bbnu.gif
	Background	Piece Colour	Piece	Selection	
	b	b	q - queen	u - unselected	
	w	w	k - king	s - selected.	
			b - bishop		
			r - rook		
			n - knight		
			p - pawn		

For example, for this music matching game:



You only need these numbers/words:

- 0 - background
- 1 - lamb
- 2 - octopus
- 3 - cat
- 4 - raccoon
- 5 - goat
- 6 - rabbit

