

## ***Abstract***

*The basics of 2D animation are well known, by rapidly switching among a group of still images, we can create the illusion that something is moving. Simply animating something isn't a challenge. In working on a game recently, we found the need to come up with a better way of managing the animation state. Often times there may be multiple objects displayed on the screen that are drawn from the same sprite sheet. But each one of these objects could be in a different state in its animation. There's also the matter of getting the sprite coordinates into the program. While you could type these coordinates into the program's code, that's not the most desired solution. If something in the images change, it would be necessary to make changes to the code. The purpose of the code attached to this paper is to address both of those problems: managing animation state and managing the information as content based on XNA. Then we need a solution. As sprite sheet in everyone game should be different, we need to come up an idea to make it general read. Then make a framework based on reading some XML would make it easy to handle so many sprite. Based on theory, it will increases the reusability for the code as well.*

*Keywords : sprite, sprite sheet, reusability, framework, XML*