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GitHub Repository Link (main game): <https://github.com/Ashbuggs/ITWfinalproj>

GitHub Repository Scratch Links:

* Animation Scratch: https://github.com/WeeGunny/Animation
* Button Scratch: https://github.com/WeeGunny/ButtonScratch
* Tiled Map Scratch: https://github.com/Ashbuggs/Tiled-Map-Scratch
* Multi-Screen Scratch: https://github.com/spidermanchild/IntoTheWoodsMultScreens
* Tiled Collision Detection Scratch: https://github.com/Ashbuggs/ITWTiledCollisionDetectionScratch
* Font Scratch: <https://github.com/WeeGunny/FontTest>
* Battle Screen Scratch: https://github.com/spidermanchild/ITWBattleScreenScratch
* Save Scratch: <https://github.com/Ashbuggs/ITWSaveScratch>
* Overlap2D Scratch: https://github.com/WeeGunny/OverLap2dScratch
* Tiled + OrthoCam Scratch: https://github.com/Ashbuggs/ITWTiledScratch-UpdatedOrthoCam

Within the GitHub repository, you will see the following files and folders:

* android
  + assets
    - This folder contains all of our texturepacker files, images, and music used in our game, as well as our documents folder.
    - Documents
    - This folder contains all of the required documents for the final programming package. These include:
      * 4UI Final Programming Project Presentation.pptx
      * Bugs.docx
      * Description of Test and Scratch Programs.docx
      * Lessons (Our Favourite New Programming Technique).docx
      * List of Sources Used During Project.docx
      * Notes to Future Programmers.docx
      * Program Overview and Introduction.docx
      * Progression of Specs.docx
      * WIP1.docx
      * WIP2.docx
      * WIP3.docx
      * WIP4.docx
      * User Manual.docx
      * Table of Contents.docx
  + libs
  + res
  + src/com/mygdx/game
    - AndroidLauncher.java
      * We do not recommend that you use Android to run our game, as it is a game meant for desktop and does not currently work on Android.
  + AndroidManifest.xml
  + build.gradle
  + ic\_launcher-web.png
  + proguard-project.txt
  + project.properties
* core
  + src/com/mygdx/game
    - Screens
      * ScrBattle.java
      * ScrLose.java
      * ScrMain.java
      * ScrWeapons.java
      * ScrWin.java
      * ScrITW.java
    - StageActors
      * Dialog.java
      * HealthBar.java
    - TextButtons
      * TbDialog.java
      * TbMenu.java
      * TbsDialog.java
      * TbsMenu.java
    - Fonts.java
    - GamITW.java
  + build.gradle
* desktop
  + src/com/mygdx/game/desktop
    - **DesktopLauncher.java**
      * **We highly recommend that you run our project using this Java file, as it is a game meant for desktop.**
  + build.gradle
* gradle/wrapper
  + gradle-wrapper.jar
  + gradle-wrapper.properties
* git.ignore
* build.gradle
* gradle.properties
* gradlew
* gradlew.bat
* settings.gradle