Folders:

* Resources
  + Contains all the images that the game requires to run.

Files

* AudioMixer.js
  + Responsible for loading and controlling a group of AudioTracks
* AudioTrack.js
  + Designed to load and play a single audio file
* Background.js
  + Controls the background of the game (e.g. the city)
* Content.js
  + Note: This is a generic file not specific to Akira
  + This is the superclass of all displayable question content, designed to allow seamless switch of content types.
* Dashboard.js
  + Manages the instrument cluster with all the player’s car’s information
* EndOfGameDisplay.js
  + Displays and controls the end of race summery window and all of the animations within it
* FractionRenderer.js
  + Note: This is a generic file not specific to Akira
  + Content type that displays fractions and mixed numbers
* ImageContent.js
  + Note: This is a generic file not specific to Akira
  + Content type that displays images (png, jpeg, etc.)
* Intermission.js
  + Represents the checkpoints in the race
* KeyboardLayer.js
  + Note: This is a generic file not specific to Akira
  + The main object subclasses off of this in order to provide a range of useful keyboard input functionality
* LabelBG.js
  + Note: This is a generic file not specific to Akira
  + Content type to display strings of text, optionally with a background
* LabelFW.js
  + Note: This is a generic file not specific to Akira
  + Special case instance of Label, all characters in this Label are individual Labels and are spaced with fixed width
* LabelStroke.js
  + Note: This is a generic file not specific to Akira
  + Special case instance of Label that uses strokeText (outlining the letters) instead of fillText (standard block lettering).
* Logger.js
  + Note: This is a generic file not specific to Akira
  + Early implementation of an enhanced generic logger which was to form the basis of game relevant data collection.
* Main.js
  + This is the main command and control object
* ModifyOverTime.js
  + Note: This is a generic file not specific to Akira
  + This is a helper object designed to modify a value by a certain amount over a certain time
* PerspectiveNode.js
  + Most game objects are either this, or use this as their base class. Technically not completely specific to Akira (could be used for any perspective camera implementation)
* PerspectiveNodeAnim.js
  + Special case of PerspectiveNode where the object animates
* PieChart.js
  + Note: This is a generic file not specific to Akira
  + Content type that displays a pie chart
* PreloadScene.js
  + This is the preloading scene that shows the loading process
* Question.js
  + Represents an individual question in the race
* RaceControl.js
  + Static global class that holds a number of helper functions and game constants
* SceneryManager.js
  + Unused optimization to the scenery rendering pipeline. Initial tests were unsuccessful
* ScriptingSystem.js
  + This is the general components of the scripting system. It has its own documentation
* ScriptingSystem-Racecar.js
  + This contains the racecar specific components of the scripting system. Also has its own documentation.
* SplashScreen.js
  + This is the screen that fades in and out at the start of the game after the preloading is complete
* XML.js
  + Now defunct xml parser. Used before jQuery was added.