

C:/Users/Brandon/Desktop
/Projects/SFML-2.5.0-Game
-Development-Template/game
-source-code/resources/ResourceHolder.h

C:/Users/Brandon/Desktop
/Projects/SFML-2.5.0-Game
-Development-Template/game
-source-code/resources/ResourceHolder.inl

C:/Users/Brandon/Desktop
/Projects/SFML-2.5.0-Game
-Development-Template/game
-source-code/resources/ResourceManager.h

C:/Users/Brandon/Desktop
/Projects/SFML-2.5.0-Game
-Development-Template/game
-source-code/animation/Animator.cpp

C:/Users/Brandon/Desktop
/Projects/SFML-2.5.0-Game
-Development-Template/game
-source-code/audio/MusicPlayer.cpp

C:/Users/Brandon/Desktop
/Projects/SFML-2.5.0-Game
-Development-Template/game
-source-code/audio/SoundEffectPlayer.cpp

C:/Users/Brandon/Desktop
/Projects/SFML-2.5.0-Game
-Development-Template/game
-source-code/gui/control/UIElement.cpp

C:/Users/Brandon/Desktop
/Projects/SFML-2.5.0-Game
-Development-Template/game
-source-code/gui/drawer/Drawer.cpp

C:/Users/Brandon/Desktop
/Projects/SFML-2.5.0-Game
-Development-Template/game
-source-code/resources/ResourceManager.cpp

