

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/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/resources/ResourceManager.cpp

