**docs**

CONTRIBUTING.md – instructions on how to collaborate with original repo. REMOVED

ROADMAP-OURS.md -   
 roadmap-original.md – base layout of the game, lists creatures

**public**

**tiles – world images (textures & buildings)**

blood-splatter.png –

blue-wall-1.png –

blue-wall-2.png -

blue-wall-3.png -

blue-wall-4.png –

brick-wall-1.png – changed to trees

brick-wall-2.png - changed to trees

brick-wall-3.png - changed to trees

brick-wall-4.png - changed to trees

chest.png –

chest-open.png –

ground-1.png – changed to grass

ground-2.png - changed to grass

ground-3.png - changed to grass

ground-4.png – changed to grass

ornate-wall-1.png –

ornate-wall-2.png –

ornate-wall-3.png –

ornate-wall-4.png –

shop.png –

shrine.png –

skull-wall-1.png –

skull-wall-2.png -

skull-wall-3.png -

skull-wall-4.png –

stairs-down.png –

stairs-up.png –

favicon.png –

index.html –

manifest.json –

privacy-policy.html –

robots.txt –

sitemap.xml -

**src**

**\_tests\_**

**utils**

calculate-bonus.js –

calculate-damage.js –

get-surrounding-tiles.js -

**components**

**backpack-items**

index.js -

styles.scss -

**button**

index.js -

styles.scss -

**confirm-dialog**

index.js -

styles.scss -

**dialog**

index.js -

styles.scss -

**download-app-popup – REMOVE – unhooked from app.js**

**assets**

android-store.png –

ios-store.png -

index.js -

styles.scss -

**empty-slot**

index.js -

inventory-slot.png -

**endless-floor-counter**

index.js -

styles.scss -

**equipped-items**

**assets**

body-outline.png –

boots-outline.png –

equipment-character.png –

gloves-outline.png –

helmet-outline.png –

pants-outline.png –

ring-outline.png –

sword-outline.png -

index.js -

styles.scss -

**flame**

flames.png -

index.js -

styles.scss -

**footer**

index.js -

styles.scss -

**health-bar**

index.js -

styles.scss -

**micro-dialog**

index.js -

styles.scss -

**shop-inventory**

**shop-item**

index.js -

styles.scss -

index.js –

shop-items.js -

styles.scss –

**shop-keep**

index.js –

shop-keep.png -

styles.scss -

**spinner**

index.js -

styles.scss -

**view-item**

**stats-item**

index.js -

styles.scss -

index.js -

styles.scss -

**viewport**

index.js -

styles.scss -

**config**

constant.js –

store.js –

**data**

**items**

**armor**

**leather-armor**

index.js -

leather-armor.png -

**leather-boots**

index.js -

leather-boots.png -

**leather-cap**

index.js -

leather-cap.png -

**leather-gloves**

index.js -

leather-gloves.png -

**leather-pants**

index.js -

leather-pants.png -

**steel-armor**

index.js -

steel-armor.png -

**steel-boots**

index.js -

steel-boots.png -

**steel-gloves**

index.js -

steel-gloves.png -

**steel-helm**

index.js -

steel-helm.png -

**steel-pants**

index.js -

steel-pants.png -

**other**

**backpack-upgrade**

index.js -

backpack-upgrade.png -

**great-hp-potion**

index.js -

great-hp-potion.png -

**hp-potion**

index.js -

hp-potion.png -

**rings**

**amethyst-ring**

index.js -

amethyst-ring.png -

**diamond-ring**

index.js -

diamond-ring.png -

**old-ring**

index.js -

old-ring.png -

**weapons**

**broad-sword**

index.js -

broad-sword.png -

**dragoons-bane**

index.js -

dragons-bane.png -

**lich-bane**

index.js -

lich-bane.png -

**rusty-sword**

index.js -

rusty-sword.png -

**steel-sword**

index.js -

steel-sword.png -

index.js -

**maps**

**1\_1**

index.js -

**1\_2**

index.js -

**1\_3**

index.js -

**1\_4**

index.js -

**1\_5**

index.js -

**2\_1**

index.js -

**2\_2**

index.js -

**2\_3**

index.js -

**2\_4**

index.js -

**2\_5**

index.js -

index.js -

**monsters**

**dragon**

index.js -

dragon.png -

**goblin**

index.js -

goblin.png -

**imp**

index.js -

imp.png -

**lich**

index.js -

lich.png -

**rat**

index.js -

rat.png -

**stone-golem**

index.js -

stone-golem.png -

index.js -

**features**

**app-state**

**actions**

opt-out-download.js -

use-game-viewport-scaling.js -

reducer.js -

**dialog-manager**

**actions**

back-to-select.js –

close-chest-dialog.js –

close-dialog.js –

close-level-up-dialog.js –

close-settings.js –

endless-game-dialog.js –

is-game-paused.js –

main-game-dialog.js –

open-chest.js –

show-first-story-message.js –

toggle-inventory.js –

toggle-settings.js -

**dialogs**

**chest-loot**

index.js -

random-item.js -   
 styles.scss -

**endless-game-start**

index.js -

styles.scss -

**game-instructions**

**assets**

arrow-keys.png -   
 double-tap.png -   
 enter.png -   
 space.png -   
 swipe.png -   
 wasd-keys.png -

index.js -

styles.scss -

**game-over**

index.js -

random-phrase.js -   
 styles.scss -

**game-select**

index.js -

styles.scss -

**game-text-dialog**

index.js -

styles.scss -

**game-win**

index.js -

styles.scss -

**inventory-dialog**

index.js -

backpack.png -   
 styles.scss -

**level-up**

index.js -

styles.scss -

**main-game-start**

index.js -

styles.scss -

**sell-items-dialog**

index.js -

styles.scss -

**settings-dialog**

index.js -

settings-dialog.scss -

**shop-dialog**

index.js -

styles.scss -

index.js -

reducer.js -

**game-menus**

**actions**

game-sound-enabled.js -

set-game-sound.js -

**game-music**

ambient-music.mp3 – changing to lindsey\_sterling-intothewoods

index.js -

styles.scss -

**game-settings**

index.js -

styles.scss -

index.js -

reducer.js -

styles.scss -

**inventory**

**actions**

buy-item.js -

consume-potion.js -

drop-item.js -

equip-item.js -

load-starting-items.js -

pickup-item.js -   
 sell-item.js -

unequip-item.js -   
 index.js -

reducer.js -

styles.scss -

**map**

**random-map-gen** generate-map.js -   
 generate-monster-type.js -   
 generate-monsters.js -   
 generate-objects.js -   
 random-map-message.js -   
 index.js -   
 map-padding.js -   
 map-tile.js -   
 reducer.js -

styles.scss -

**monsters**

**actions**

attack-player.js -   
 load-monsters.js -   
 move-monster.js -   
 take-monsters-turn.js -   
 **assets**

monster-attack.wav -   
 monster-death.wav -   
 monster-slash.png -   
 index.js -   
 monster.js -   
 reducer.js -

**player**

**actions**

attack-monster.js -   
 explore-chest.js -   
 explore-tiles.js -   
 move-player.js -   
 walk-stairs.js -   
 **assets** player-walk.png -   
 player-death.wav -   
 player-step.wav -   
 player-sword-swish.wav -   
 sword-slash.png -   
 control.js -   
 index.js -   
 reducer.js -

styles.scss -

**snackbar** index.js -   
 reducer.js -

styles.scss -

**stats**

index.js -   
 reducer.js -

styles.scss -

**world**

**actions**

reset-game-state.js -   
 start-endless-game.js -   
 start-main-game.js -

index.js -   
 reducer.js -

styles.scss -

**utils**

arr-contain-arr.js -   
 attach-meta-to-tiles.js -   
 calculate-bonus.js -

calculate-damage.js -   
 generate-padding- tiles.js -   
 get-next-tile.js –

get-surrounding-tiles.js -   
 use-window-size.js -   
 uuid-v4.js -

App.js –

index.js -

index.scss -

.all-contributorsrc – file with contributor info, we should make a copy of this and update for our group

.eslintrc.yml

.gitignore

.nvmrc

buildspec.yml

buildspec.staging.yml

config-overrides.js

LICENSE

package.json

package-lock.json

README.md

yarn.lock