1	include/Debug.h																	
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src/AIPlayer.cpp	src/AssetDecoratedMap.cpp	src/AssetRenderer.cpp	src/BasicCapabilities.cpp	src/BuildCapabilities.cpp	src/BuildingUpgradeCapabilities.cpp	src/CursorSet.cpp	src/Debug.cpp ,	src/GameModel.cpp	src/GraphicMulticolorTileset.cpp	src/GraphicTileset.cpp	src/main.cpp	src/MapRenderer.cpp	src/PlayerAsset.cpp	src/ResourceRenderer.cpp	src/SoundLibraryMixer.cpp	src/TerrainMap.cpp	src/TrainCapabilities.cpp	src/UnitUpgradeCapabilities.cpp