**File Structure Document**

This document deals with the project's file structure. Root of Project directory has following folders

1. Project
2. Tools
3. Assets
4. Documentation

**Project**

This folder will contain different versions of the Game. It will include project resources, project source files as well as a cocos2d framework.

**Tools**

This folder will contain all third party tools used in the project. For instance: Tool for making sprite sheets, for adding audio etc.

**Assets**

All audio, graphic content on which work is carried on will be present in this folder. Once an asset is ready, it's copy will be placed in res folder in Project directory.

**Documentation**

This folder includes UML Diagrams folder containing Activity Diagrams, Class Diagrams and Deployment Diagram.