Src\_files:

main.cpp : Where all the environment and event variables are declared. Objects are created and controlled here

imageLoader.cpp : Contains the functions to render any given image onto texture and render them to screen with parameter controls.

* TextureRectangle class
  + TextureRectangle
  + ~ TextureRectangle
  + SetSrcRectParams
  + SetDstRectParams
  + Render

pinMarker.cpp : Contains all the controls needed to Render the marker onto the screen. Has adjusted to point the given coordinates on the tip of the marker.

* pinClass Class
  + pinClass
  + ~pinClass
  + Update
  + Render

mapAssetManager.cpp : This is used to create a vector list of the information of all the images needed. This is used as the reference while pulling images for dynamically generating map tiles. Point to note: createMapList() has a **std::vector<std::vector<mapTile>>** return format. ie:2Dvector matrix of tiles.

* getTilePath() : Used to retrieve the file location
* getTileCordinates() : Used to retrieve the expected coordinates of the given map tile

keyboardHandler.cpp : Contain all the event controls related to keyboard. (Can be extended for all event controls.

cordinateControl.cpp : Contains the functions needed for WGS84 to cartesian conversions. Necessary for the translation to viewport coordinates and marker location.