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Alge-Of-EmpAIres/
├────── 📁 Controller/        # Game logic and AI controllers
│   ├────── Bot.py            # Main AI bot implementation
│   ├────── Decisonnode.py    # Decision tree system
│   ├────── game_loop.py      # Main game loop
│   ├────── event_handler.py  # Input handling
│   ├────── drawing.py        # Rendering system
│   └────── ...
├────── 📁 Entity/            # Game entities
│   ├────── 📁 Building/      # Building classes
│   ├────── 📁 Unit/          # Unit classes
│   ├────── 📁 Resource/      # Resource entities
│   └────── Entity.py         # Base entity class
├────── 📁 Models/            # Game models and data structures
│   ├────── Map.py            # Game map implementation
│   ├────── Team.py           # Team/player management
│   ├────── Resources.py      # Resource management
│   └────── Zone.py           # Zone control system
├────── 📁 Settings/          # Configuration and setup
│   ├────── setup.py          # Game constants and settings
│   ├────── entity_mapping.py # Entity type mappings
│   └────── sync.py           # Synchronization settings
├────── 📁 AiUtils/           # AI utilities
│   └────── aStar.py          # A* pathfinding algorithm
├────── 📁 Projectile/        # Projectile system
├────── 📁 assets/            # Game assets (sprites, sounds)
├────── 📁 saves/             # Save game files
├────── main.py               # Main entry point
└────── test_bot_logic.py     # Bot testing utilities
```