

## File Outline

- **server:** all of the files for the backend server
  - **server.js:** main server logic code
  - **node\_modules:** contains third party libraries used by node.js
    - **socket.io:** websockets library
    - **easystar:** A\* pathfinding library
- **web:** all files that form the client-side web application (these files comprise the content present on the web server)
  - **images:** all image files used in the application
  - **js:** JavaScript source code
    - **game.js:** code for all gameplay elements
    - **init.js:** used to initialize the game clients
    - **lobby.js:** code for the pregame lobby
    - **splash.js:** code for the splash screen
  - **socket.io:** websockets library
  - **index.html:** main view layer and point of entry for the web application