Source code:

* Data Structures: binary tree, binary tree node
* DataParser: parse the data of xml
* A class (called view) that extends JPanel and implements ActionListener: paint the GUI + implement the button to jump to the next screen where the user plays the game
* Controller:

+ Handle the logic with the tree that the xml file returned

+ What happens when the player chooses yes

+ What happens when the player chooses no

(pass an instance of controller to view to implement in actionPerformed)

* Application: create an application for the game

Support:

* Data: XML File: stores questions and answers (objects)
* Parse XML File to to get the questions to pass to GUI
* Music
* Images