Settings
- param.h
- lvl-info.h

Audio
- audio-player.h

Gameboard & Behaviors
- gameboard.h
- gameboard-logic.h
- gameboard-logic-easy.h
- gameboard-logic-normal.h
- sliding-logic.h
- randomize-logic.h

Rendering Modules
- gameboard-renderer.h
- lvl-menu-renderer.h
- scene-config.h
- scene-menu.h
- scene-leaderboard.h

Game Operating
- game-operator.h

Algo & Data Structures
- array.h
- deque.h
- qmath.h

Renderer
- color.h
- renderer.h

File IO
- file-io.h
- file-fetcher.h
- background-loader.h

Hacking Module
- hacking-param.h
- hacking-template.h
- hacking-api.h
- hacking-console.h

Account
- account.h
- scene-login.h

STDIO Control
- input.h
- windows-console.h

Audio Playback

Visual Output

Savefile Output

wrapped and manipulated via "terminal-pokemon.cpp"