Settings
param.h
lvl-info.h

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

Audio
audio-player.h

Game Operating
game-operator.h

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

Renderer
color.h
renderer.h

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

STDIO Control
input.h
windows-console.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

Audio Playback

Visual Output

Savefile Output

wrapped and manipulated via "terminal-pokemon.cpp"