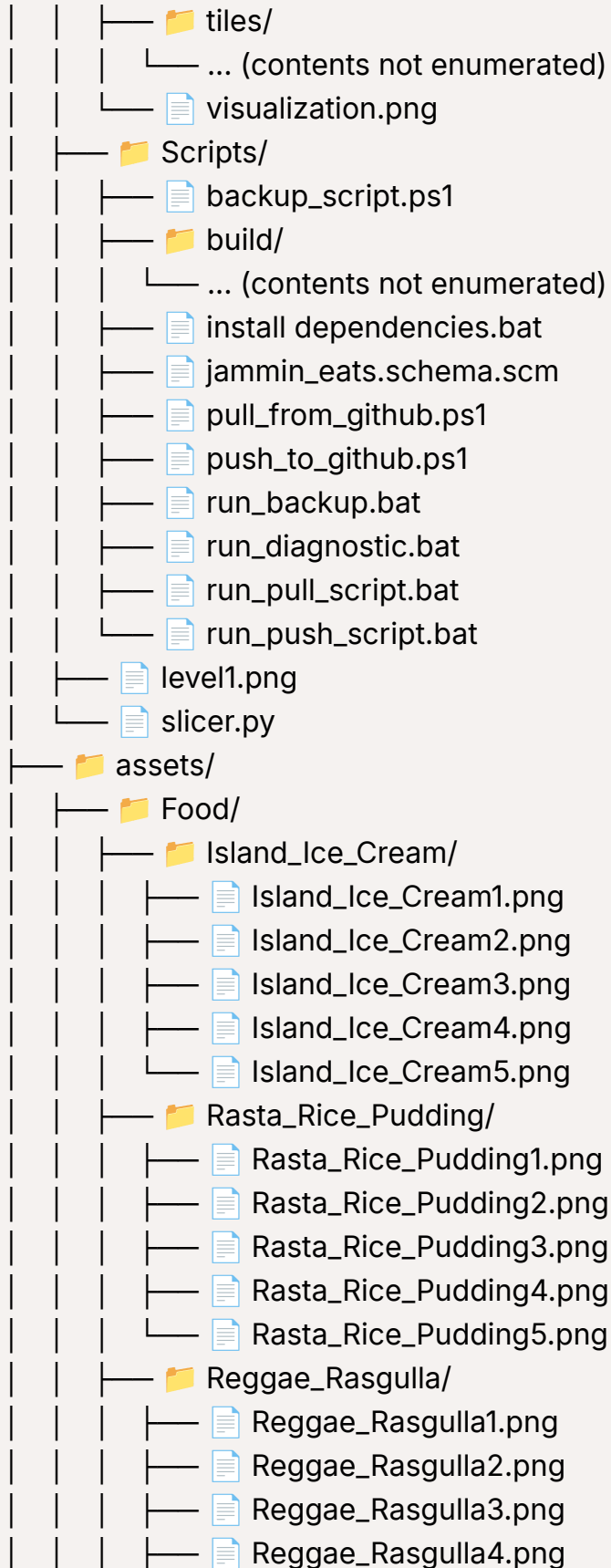
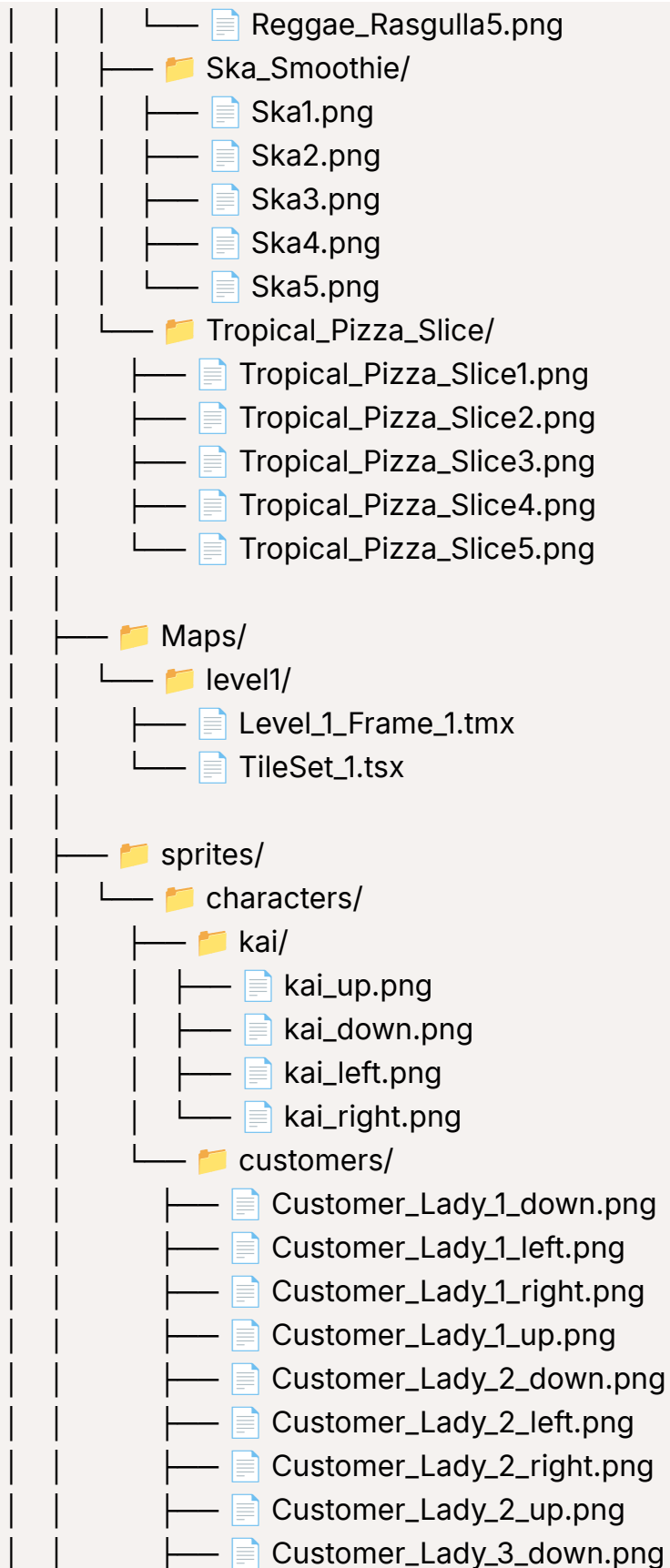
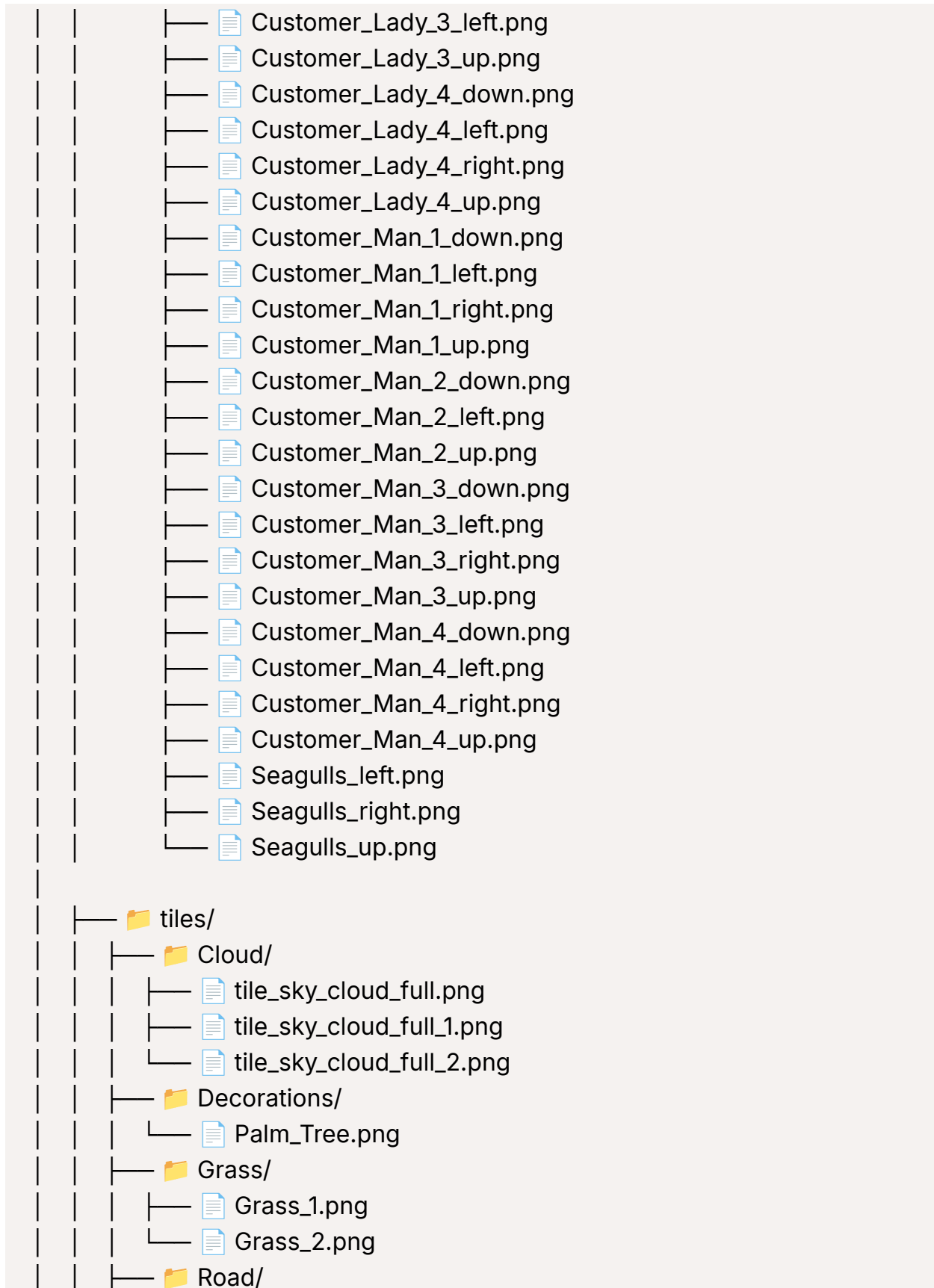


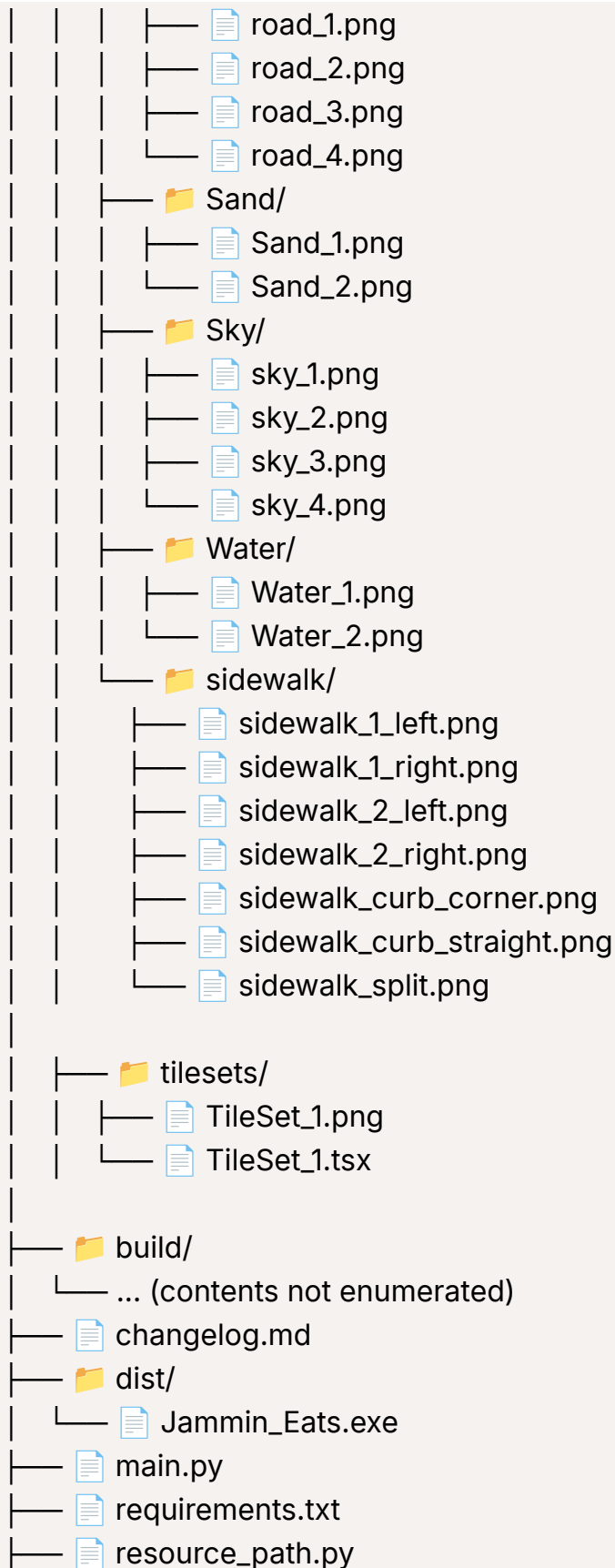
# Current Folder Structure

```
Jammin-Eats/
├── .git/
│   └── ... (git internals)
├── .gitignore
├── .idea/
│   └── ... (IDE config files)
├── Archive/
│   └── ... (2 items)
├── Backups/
│   └── ... (contents not enumerated)
├── Database/
│   ├── Data-Deletion.py
│   ├── JamminEats-Database.py
│   ├── JamminEats-Schema.sql
│   └── create_jammin_db.py
├── Jammin_Eats.spec
├── PDFs for note attachments/
│   ├── Current_Folder_Structure.pdf
│   ├── How_to_play_the_.exe_file.pdf
│   ├── Level_1.pdf
│   ├── Original_Game_Idea.pdf
│   ├── Project_development_Current.pdf
│   └── Prompt_generator_Prompt.pdf
├── README.md
├── Requirements.md
├── Tools/
│   └── Output/
│       ├── metadata.json
│       └── tilemap.json
```









```
|— 📁 source/
|   |— ... (contents not enumerated)
|— 📁 venv/
|   |— ... (virtual environment files)
```