**Data Structure**

* Graphic (images)
  + Map Tiles
  + GUI Images
  + Character Sprites
* Data
  + Map File
    - Tile Data
    - Fog Data
  + Save File
    - General information about each region statistics (who own the region (ally/main character/enemy/etc), force factor)
    - General information about enemy’s troops and position in the game (army force factor, enemy’s progression in the game history)
    - Main character’s Army
      * Units
      * Standby Characters
  + Class File
    - Base stats
    - Rules for stat improvement with level
    - Spell learning by level