**Key Documents and Files:**

Note: Absolute paths will depend on your system, but these paths can be added after the directory that the project is stored in to get specific files.

* Project README
  + Path: \Team-A1-SER-225-Game\
  + Filename: README.md
  + Contains basic information about the project and how to run the game, as well as its history.
* Installation Instructions
  + Path: \Team-A1-SER-225-Game\TeamResources\
  + Filename: InstallationInstructions.docx
  + Contains installation instructions that describe how to use the archive of the project and how to get set up in Eclipse.
* Game Class
  + Path: \Team-A1-SER-225-Game\src\Game\
  + Filename: Game.java
  + Java class that contains the main method to start up the game. This is the class that needs to be run to play the game.
* Map Editor Class
  + Path: \Team-A1-SER-225-Game\src\MapEditor\
  + Filename: MapEditor.java
  + Java class that contains the main method to start up the map editor. This is the class that needs to be run to open the map editor for modifying levels.
* Backlog
  + Path: \Team-A1-SER-225-Game\TeamResources\
  + Filename: Backlog.docx
  + Final backlog of the team, as of the end of Sprint 4. Describes all the enhancements made and bugs fixed.
* Test Cases
  + Path: \Team-A1-SER-225-Game\TeamResources\
  + Filename: Test Cases.docx
  + All completed test cases, as of the end of Sprint 4. Shows how the team verified that all features were successfully implemented.
* User Stories
  + Path: \Team-A1-SER-225-Game\TeamResources\
  + Filename: User Stories.docx
  + All the user stories written by the team, as of the end of Sprint 0. Shows how the team looked at all features from a user perspective.
* Project Structure Document
  + Path: \Team-A1-SER-225-Game\TeamResources\
  + Filename: ProjectStructure.docx
  + List of all notable documents and files in the archive. Copy of this document.