Base Building Game Documentation:

# File Locations

## World

This contains all of the stuff to do with the world, including the world generation withing the Planetary Forge section, Buildings in the Buildings section, and then the saving and loading of the world.

## Renderer

This contains all of the rendering stuff, so the drawing functions for tiles, buildings, and the general world drawing.

## Player

Hold the player class and the research, as well as some files for the legs of the player, but these are not working atm.

## Main

This contains the main running program in Program.cs, and some functions and variables that don’t really fit into separate parts.

## Images

The images are sectioned up into pretty obvious files, and the image handlers ill explain later in the **How to Add Images** section.

## Handlers

The handler has several different types of handler in it, like the one for menus, commands, the boat one, or the general one.

## Entities

Entities hold lots of stuff, like the transporters in Men.cs, and items and other stuff like that, basically anything that isn’t tied to a tile and has the ability to move.

# How to Add Images

This is a long and annoying process soooo.

1. Add the image to the images folders in the correct place with a sensible name, this can be either a png or a bmp.
2. Go into the ImageHandlers\Image Dictionary.cs file and open the correct region in the file, if the image you are adding doesn’t seem to fit in any of those then just add a new region via doing #reigon TestName and then do #endreigon TestName at the end.

Then just add a entry like this

