

Game layer

game.{c/h}

Game top functions (GLUT callbacks).

Game logic layer

game_base.{c/h}

Game structure definition.

game_screens.{c/h}

Screen functions (input management and draw)

game_main.{c/h}

Main game functions (update state and draw)

Game objects layer

game_objects.{c/h}

Monster, items, bubbles, dragon.

levels.{c/h}

Level map and level object.

object_definitions.{c/h}

Monster and items definition (from a file)

animations.{c/h}

Animations (multiple sprites)

images.{c/h}

Texture (image) read and sprite manipulation.

datafile.{c/h}

Read a space separated fields file.

scores.{c/h}

Score storage and sorting.

Base objects layer

utils.{c/h}

Log, string manipulation and counters.