

## Assets

```
graph LR; Assets[Assets] --- Utility[Utility]; Assets --- Main[Main]; Assets --- Functionality[Functionality]; Assets --- Data[Data]; Assets --- Scripts[Scripts]; Assets --- Gui[Gui]; Assets --- ExampleMenu[ExampleMenu]; Assets --- Graphics[Graphics]; subgraph Container; Gui; ExampleMenu; Graphics; end;
```

Utility

Main

Functionality

Data

Scripts

Gui

ExampleMenu

Graphics