

engine/framework/include  
/2XD2/framework/exceptions  
/FileLoadingFailedException.h

engine/framework/src  
/resource\_manager/DefaultConfig  
Manager.cpp

engine/framework/src  
/resource\_manager/DefaultFont  
Manager.cpp

engine/framework/src  
/resource\_manager/SFMLAnimation  
Manager.cpp

engine/framework/src  
/resource\_manager/SFMLTexture  
Manager.cpp

