

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

