# Project README

## Folder Structure

### 1. ED_API

This folder contains the **Data Structures API**, which includes all the essential data structures developed specifically for this project. These structures provide the foundational components required for both the game and its underlying mechanics.

### 2. ED_GAME_API

This folder contains the **Game API**, which includes all the methods and functionalities required to interact with and control the game. It serves as an abstraction layer, ensuring that the game logic is modular, testable, and easy to integrate.

### 3. ED_GAME

This folder contains the actual **Game**. It integrates the data structures and game API to create a fully functional game that can be played in manual or automatic mode. All the mission details and configurations are defined in the JSON files.

### 4. IMF Folder

The **IMF** folder must be placed in your system's **Documents** folder. This folder contains the mission files necessary for loading the game missions. Additionally, all personal records.

## How to Use

1. Ensure the **IMF** folder is correctly placed in the **Documents** folder to load missions and save game data properly.

2. Run the game by navigating to the **ED_GAME** folder, where you can load and play the game using the pre-defined JSON configurations.