

Words in **RED** are READ ONLY for the need of being compatible with everyone's code, if there's need to change, tell me first, thanks
Words in **Green** should be changed due to their stages, normally, changing them is enough to fulfill purpose.

Let's say you need to develop "Level 1", first create a directory in src/ and make these files
The structure of this sub scene should look like **Milestone2Func** or **MenuFunc**, they are two examples

These exposing are **minimum**, which means you can expose others for your use, but you have to at least expose that listed

Main.elm
(the main function)

MainFunc/

MainModel.elm
(the model of Main,
containing all sub
model)

MainInit.elm
(calling different sub
init() due to different
status of game)

MainUpdate.elm
(calling different sub
update() due to
different status of
game)

MainView.elm
(calling different sub
view() due to
different status of
game)

MainSubscriptions.elm
(calling different sub
view() due to
different status of
game)

What does **MainFunc** do?

There's a **MainModelStatus** Type in **MainModel.elm**, update(), view(), subscriptions() are linked to different scenes due to this MainModelStatus

GlobalFunc/

BasicFunction.elm
(functions that are
useful everywhere)

Collide.elm
(functions that help
determines the
distance between two
figures)

Type.elm
(define the types that
are used in all codes)

Level1Func/

Level1Type.elm
(store the types you
need in this scene,
Model is necessary)

exposing (Model)

Level1Init.elm
(sub init of your
scene model and
other constant
values)

exposing (init)

Level1Update.elm
(sub update of your
scene model)

exposing (update)

Level1View.elm
(sub view of your
scene model)

exposing (view)

Level1Subscriptions.elm
(sub subscriptions of
your scene model)

No mandatory
exposing

Level1Collide.elm
(**not necessary** when
collide logic is very
complex, it's better to
divide this into a
single file)