**Frontend Service (.jsx files)**

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| --- | --- | --- | --- |
| **Filename** | **Category** | **Description** | **Contribution** |
| App.jsx | Source | Handles the logic of the frontend including state management of variables. | Human written with AI assistance. |
| Header.jsx | Component | Header component. | Human written. |
| Footer.jsx | Component | Footer component. | Human written. |
| Config.jsx | Configuration | Configuration of URLs. | Human written. |
| HomePage.jsx | Page | Home page of the application. | Human written. |
| AboutPage.jsx | Page | About page of the application. | Human written. |
| RulesPage.jsx | Page | Rules page of the application. | Human written. |
| MatchmakingPage.jsx | Page | Matchmaking page of the application. | Human written with AI assistance. |
| GameplayPage.jsx | Page | Gameplay page of the application. | Human written with AI assistance. |
| main.jsx | Source | Entry point of the React application. | Human written. |

**Matchmaking Service (.java files)**

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| --- | --- | --- | --- |
| **Filename** | **Category** | **Description** | **Contribution** |
| RedisConfig.java | Configuration | Redis configuration for matchmaking microservice. | Human written with AI assistance. |
| WebSocketConfig.java | Configuration | WebSocket configuration for matchmaking service. | Human written with AI assistance. |
| HealthController.java | Controller | Controller endpoint for health check. | Human written. |
| MatchmakingController.java | Controller | Controller endpoints for the matchmaking microservice. | Human written. |
| MatchmakingApplication.java | Main | Main application. | Human written. |
| LeaveMatchmakingPayload.java | Model | Object to define leave matchmaking. | Human written. |
| MatchInfo.java | Model | Object to define match info. | Human written. |
| Player.java | Model | Object to define a player. | Human written. |
| MatchmakingService.java | Service | Main logic of the matchmaking microservice, comprises of various methods. | Human written with AI assistance. |
| MatchmakingServiceApplicationTests.java | Tests | Tests performed on matchmaking microservice. | Human written with AI assistance. |

**Gameplay Service (.java files)**

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| **Filename** | **Category** | **Description** | **Contribution** |
| RedisConfig.java | Configuration | Redis configuration for gameplay microservice. | Human written with AI assistance. |
| WebSocketConfig.java | Configuration | WebSocket configuration for gameplay service. | Human written with AI assistance. |
| GameplayController.java | Controller | Controller endpoints for the gameplay microservice. | Human written. |
| HealthController.java | Controller | Controller endpoint for health check. | Human written with AI assistance. |
| GameplayApplication.java | Main | Main application. | Human written. |
| AttackPayload.java | Model | Object to define the attack payload. | Human written. |
| Cell.java | Model | Object to define a cell in a grid. | Human written. |
| EndGamePayload.java | Model | Object to define the end game payload. | Human written. |
| Grid.java | Model | Object to define a player’s grid. | Human written. |
| HeartbeatPayload.java | Model | Object to define the heartbeat request. | Human written. |
| HeartbeatResponse.java | Model | Object to define the heartbeat response. | Human written with AI assistance. |
| MatchInfo.java | Model | Object to define the match info as the game-state variable. | Human written. |
| MatchInfoDTO.java | Model | DTO to define the match info from matchmaking microservice. | Human written. |
| Player.java | Model | Object to define the player. | Human written. |
| PlayerDTO.java | Model | DTO to define the Player from the matchmaking microservice. | Human written. |
| GameplayService.java | Service | Main logic of the gameplay microservice, comprises of various methods. | Human written with AI assistance. |
| GameplayServiceApplicationTests.java | Tests | Tests performed on gameplay microservice. | Human written with AI assistance. |

**Other relevant files**

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| **Filename** | **Category** | **Description** | **Contribution** |
| docker-compose.yml | Docker compose file | To run multiple services in a docker container. | Human written with AI assistance. |
| frontend/Dockerfile | Docker file | To build the docker image of the frontend service. | Human written with AI assistance. |
| matchmaking-service/Dockerfile | Docker file | To build the docker image of the matchmaking service. | Human written with AI assistance. |
| gameplay-service/Dockerfile | Docker file | To build the docker image of the gameplay service. | Human written with AI assistance. |