

\YourStory - this is root

\build

\js

This contains the file that contains the resource file.
It lists the directory of all things such as pictures, png images.. etc. It is built automatically by melonJS. It also creates a name for the resource that we use to reference the resource.

\data

_MACOSX

I have no idea what this is for but it comes with a default build of the game I assume it is related to using melonJS on a Mac

\bgm

Song to be used for the game

\img

Contains further folders that contain the tilesets, sprites, and other images needed for the game.

\map

This contains the games maps, or what we might call, levels.

\sfx

Sound effects

\Documents

This contains documents, such as the social stories that will be recorded

\icons

This contains icons that I won't be using, at least not yet.

\js

This contains all of the javascript code. game.js is the game code.

\entities

This contains entities such as the code for the player, enemies, etc. It also contains the HUD which is what displays things such as score

\screens

This contains the javascript that describes what happens when play starts and it also contains the code for the title screen.

\lib- This contains plugins as well as the melonJS engine.

\node_modules

This folder isn't actually part of the game but it helps me test it on my computer by creating a kind of a local server.

\tasks -

This as well as the node_modules helps me test it on a local machine.

\TestGraphics -

This is where I have stored the graphics that I downloaded, before I decided if I was going to use them.