

/Users/Afromullet/Documents
/SFML/Colony2/Colony/FastNoise
/FastNoise.cpp

```
graph TD; A["/Users/Afromullet/Documents /SFML/Colony2/Colony/FastNoise /FastNoise.cpp"] --> B[FastNoise.h]; A --> C[math.h]; A --> D[assert.h]; A --> E[algorithm]; A --> F[random];
```

FastNoise.h

math.h

assert.h

algorithm

random