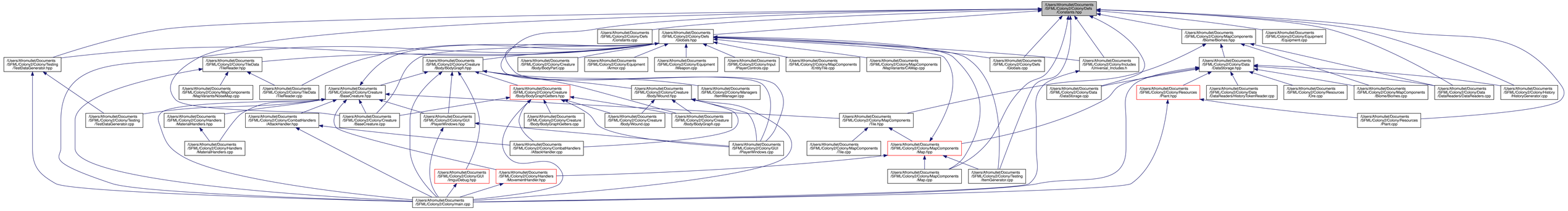
/Users/Atromulet/Documents/SFML/Colony2/Colony/Defs/Constants.hpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Defs/Constants.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Defs/Globals.hpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Testing/TestDataGenerator.hpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/TileData/TileReader.hpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Creature/Body/BodyGraph.hpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Creature/Body/BodyPart.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Equipment/Armor.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Equipment/Weapon.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Input/PlayerControls.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/MapComponents/TrifidyTile.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/MapComponents/MapVariantsCAMap.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Defs/Globals.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Includes/Universal_Includes.h
/Users/Atromulet/Documents/SFML/Colony2/Colony/MapComponents/Biome/Biomes.hpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Equipment/Equipment.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Data/DataStorage.hpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/MapComponents/MapVariantsNoiseMap.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/TileData/TileReader.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Creature/BaseCreature.hpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Creature/Body/BodyGraphGetters.hpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Creature/Body/Wound.hpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Managers/ItemManager.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Data/DataStorage.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Resources/Plant.hpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Data/DataReaders/HistoryTakerReader.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Resources/Ore.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/MapComponents/Biome/Biomes.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Data/DataReaders/DataReaders.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/History/HistoryGenerator.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Testing/TestDataGenerator.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Handlers/MaterialHandlers.hpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/CombatHandlers/AttackHandler.hpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Creature/BaseCreature.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/GUI/PlayerWindows.hpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Creature/Body/BodyGraphGetters.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Creature/Body/Wound.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Creature/Body/BodyGraph.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/MapComponents/Tile.hpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Handlers/MaterialHandlers.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/CombatHandlers/AttackHandler.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/GUI/PlayerWindows.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/MapComponents/Tile.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/MapComponents/Map.hpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/GUI/ImguiDebug.hpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Handlers/MovementHandler.hpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/MapComponents/Map.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/Testing/ItemGenerator.cpp
/Users/Atromulet/Documents/SFML/Colony2/Colony/main.cpp