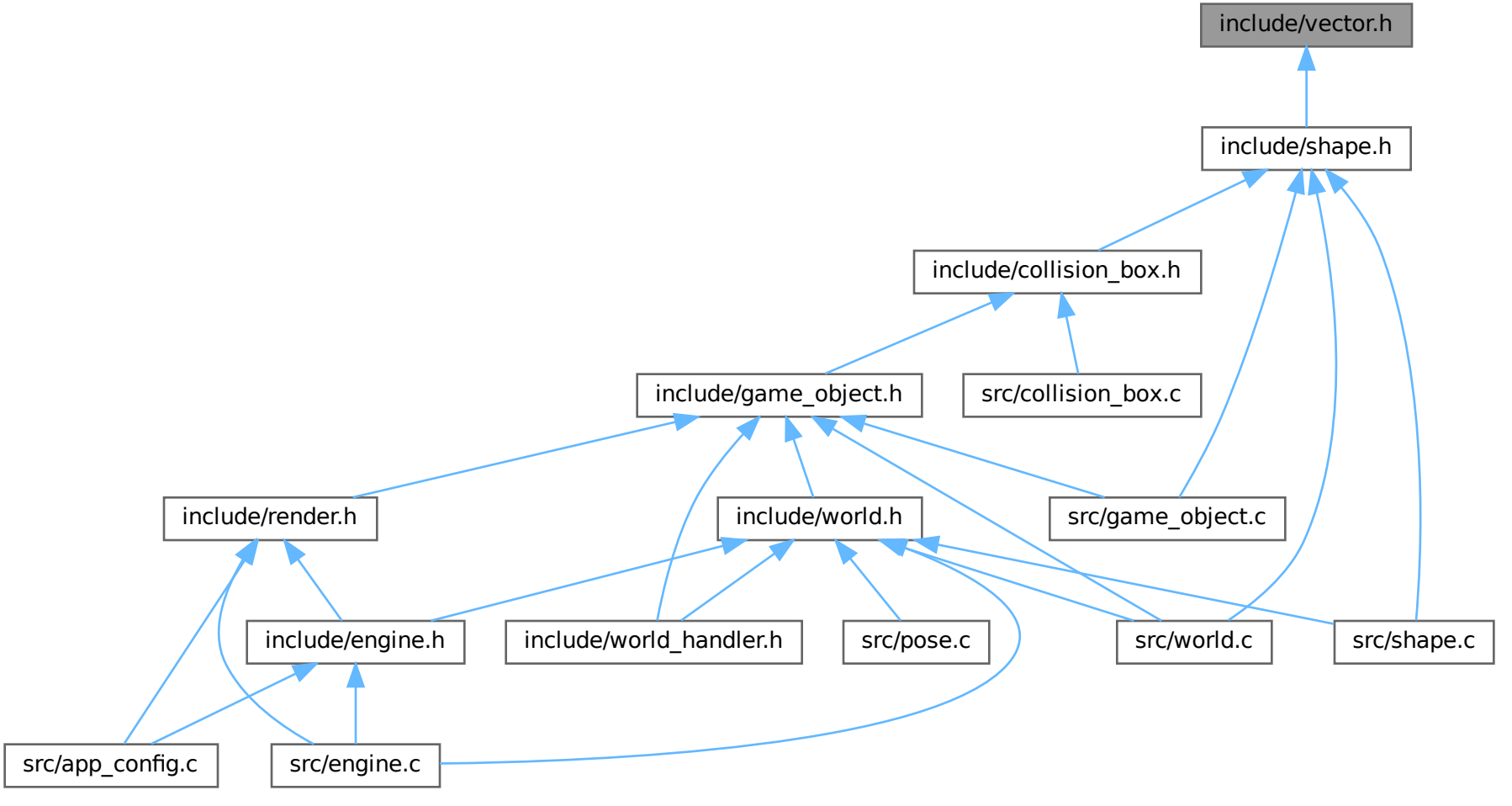
include/vector.h
include/shape.h
include/collision_box.h
include/game_object.h
src/collision_box.c
include/render.h
include/world.h
src/game_object.c
include/engine.h
include/world_handler.h
src/pose.c
src/world.c
src/shape.c
src/app_config.c
src/engine.c