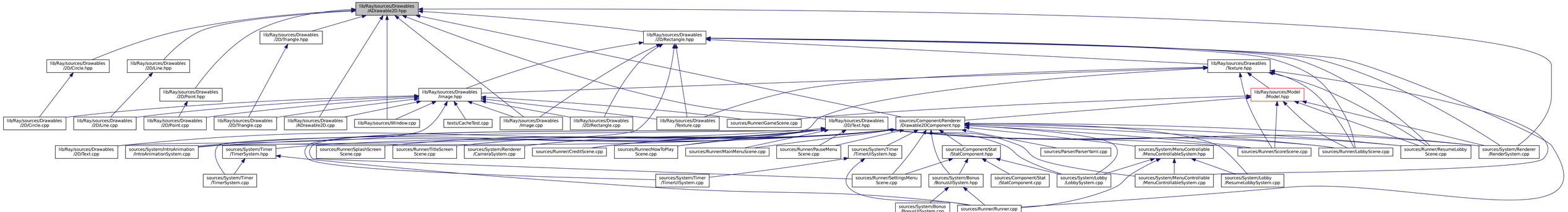
lib/Ray/sources/Drawables/ADrawable2D.hpp
lib/Ray/sources/Drawables/2D/Triangle.hpp
lib/Ray/sources/Drawables/2D/Rectangle.hpp
lib/Ray/sources/Drawables/2D/Circle.hpp
lib/Ray/sources/Drawables/2D/Line.hpp
lib/Ray/sources/Drawables/2D/Point.hpp
lib/Ray/sources/Drawables/Texture.hpp
lib/Ray/sources/Drawables/Image.hpp
lib/Ray/sources/Model/Model.hpp
lib/Ray/sources/Drawables/2D/Circle.cpp
lib/Ray/sources/Drawables/2D/Line.cpp
lib/Ray/sources/Drawables/2D/Point.cpp
lib/Ray/sources/Drawables/2D/Triangle.cpp
lib/Ray/sources/Drawables/ADrawable2D.cpp
lib/Ray/sources/Window.cpp
tests/CacheTest.cpp
lib/Ray/sources/Drawables/Image.cpp
lib/Ray/sources/Drawables/2D/Rectangle.cpp
lib/Ray/sources/Drawables/Texture.cpp
sources/Runner/GameScene.cpp
lib/Ray/sources/Drawables/2D/Text.hpp
sources/Component/Renderer/Drawable2DComponent.hpp
lib/Ray/sources/Drawables/2D/Text.cpp
sources/System/IntroAnimation/IntroAnimationSystem.cpp
sources/System/Timer/TimerSystem.hpp
sources/Runner/SplashScreenScene.cpp
sources/Runner/TitleScreenScene.cpp
sources/System/Renderer/CameraSystem.cpp
sources/Runner/CreditScene.cpp
sources/Runner/HowToPlayScene.cpp
sources/Runner/MainMenuScene.cpp
sources/Runner/PauseMenuScene.cpp
sources/System/Timer/TimerUISystem.hpp
sources/Component/Stat/StatComponent.hpp
sources/Parser/ParserYaml.cpp
sources/System/MenuControllable/MenuControllableSystem.hpp
sources/Runner/ScoreScene.cpp
sources/Runner/LobbyScene.cpp
sources/Runner/ResumeLobbyScene.cpp
sources/System/Renderer/RenderSystem.cpp
sources/System/Timer/TimerSystem.cpp
sources/System/Timer/TimerUISystem.cpp
sources/Runner/SettingsMenuScene.cpp
sources/System/Bonus/BonusUISystem.hpp
sources/Component/Stat/StatComponent.cpp
sources/System/Lobby/LobbySystem.cpp
sources/System/MenuControllable/MenuControllableSystem.cpp
sources/System/Lobby/ResumeLobbySystem.cpp
sources/System/Bonus/BonusUISystem.cpp
sources/Runner/Runner.cpp