

/mnt/c/Ubuntu/Shared
_folder/PPROG/I3/ANTHILL
_REP/include/game_reader.h

/mnt/c/Ubuntu/Shared
_folder/PPROG/I3/ANTHILL
_REP/src/game_loop.c

/mnt/c/Ubuntu/Shared
_folder/PPROG/I3/ANTHILL
_REP/src/game_reader.c

