

/mnt/c/Ubuntu/Shared  
folder/PPROG/I4/ANTHILL  
\_REP/src/game\_rules\_sdl.c

stdio.h

stdlib.h

string.h

strings.h

input.h

SDL2/SDL.h

game.h

link.h

player.h

ray.h

space.h

gun.h

inventory.h

character.h

command.h

object.h

obstacle.h

set.h

types.h