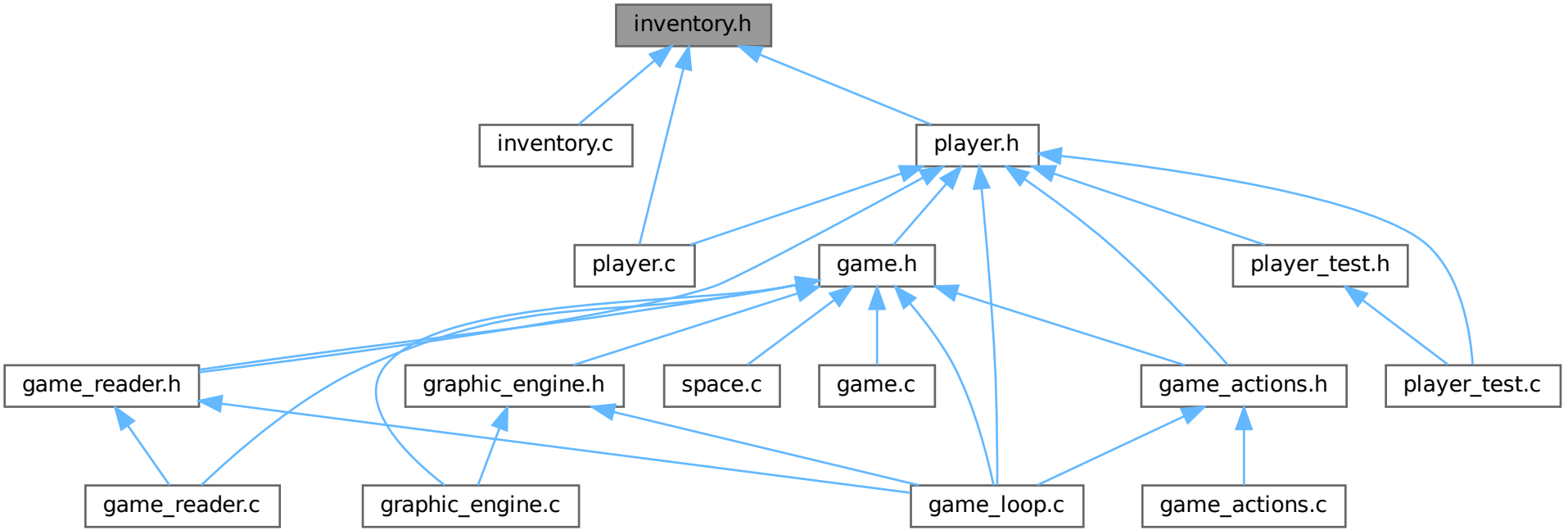
inventory.h
inventory.c
player.h
player.c
game.h
player_test.h
game_reader.h
graphic_engine.h
space.c
game.c
game_actions.h
player_test.c
game_reader.c
graphic_engine.c
game_loop.c
game_actions.c