

E:/Project-Pentagram  
/Project-Pentagram/Game  
/GameData/CasterData/CasterMoveset.h

```
graph TD; A["E:/Project-Pentagram  
/Project-Pentagram/Game  
/GameData/CasterData/CasterMoveset.h"] --> B["array"]; A --> C["Game/BattleScene/SpellCaster  
/PentagramData.h"]
```

array

Game/BattleScene/SpellCaster  
/PentagramData.h