

E:/Project-Pentagram
/Project-Pentagram/Game
/BattleScene/GameObject
/SpellObject/Fire/FireSpellObjects.h

```
graph BT; A["E:/Project-Pentagram  
/Project-Pentagram/Game  
/BattleScene/GameObject  
/SpellObject/Fire/FireSpellObjects.cpp"] --> C["E:/Project-Pentagram  
/Project-Pentagram/Game  
/BattleScene/GameObject  
/SpellObject/Fire/FireSpellObjects.h"]; B["E:/Project-Pentagram  
/Project-Pentagram/Game  
/BattleScene/SpellDispathter.cpp"] --> C;
```

The diagram illustrates a file dependency structure. At the top is a gray-shaded box representing a header file. Below it are two white boxes representing source files. Two blue arrows point from the source files to the header file, indicating that both source files include the header file.

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/Project-Pentagram/Game
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E:/Project-Pentagram
/Project-Pentagram/Game
/BattleScene/SpellDispathter.cpp