

E:/Project-Pentagram
/Project-Pentagram/Game
/BattleScene/GameObject
/SpellObject/Earth/EarthSpellObjects.h

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

E:/Project-Pentagram
/Project-Pentagram/Game
/BattleScene/GameObject
/SpellObject/Earth/EarthSpellObjects.cpp

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