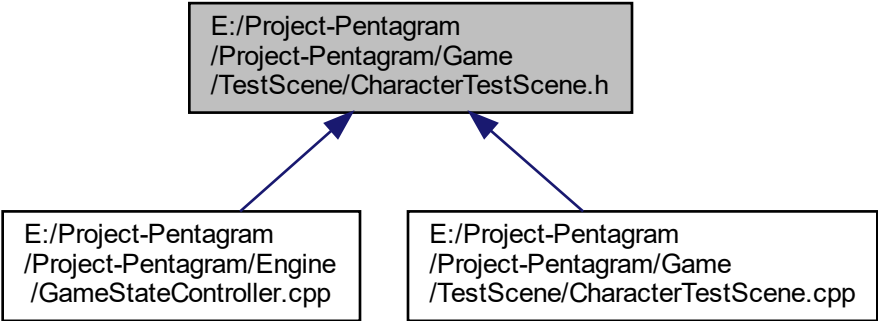


E:/Project-Pentagram
/Project-Pentagram/Game
/TestScene/CharacterTestScene.h



```
graph BT; A["E:/Project-Pentagram  
/Project-Pentagram/Engine  
/GameStateController.cpp"] --> C["E:/Project-Pentagram  
/Project-Pentagram/Game  
/TestScene/CharacterTestScene.h"]; B["E:/Project-Pentagram  
/Project-Pentagram/Game  
/TestScene/CharacterTestScene.cpp"] --> C;
```

E:/Project-Pentagram
/Project-Pentagram/Engine
/GameStateController.cpp

E:/Project-Pentagram
/Project-Pentagram/Game
/TestScene/CharacterTestScene.cpp