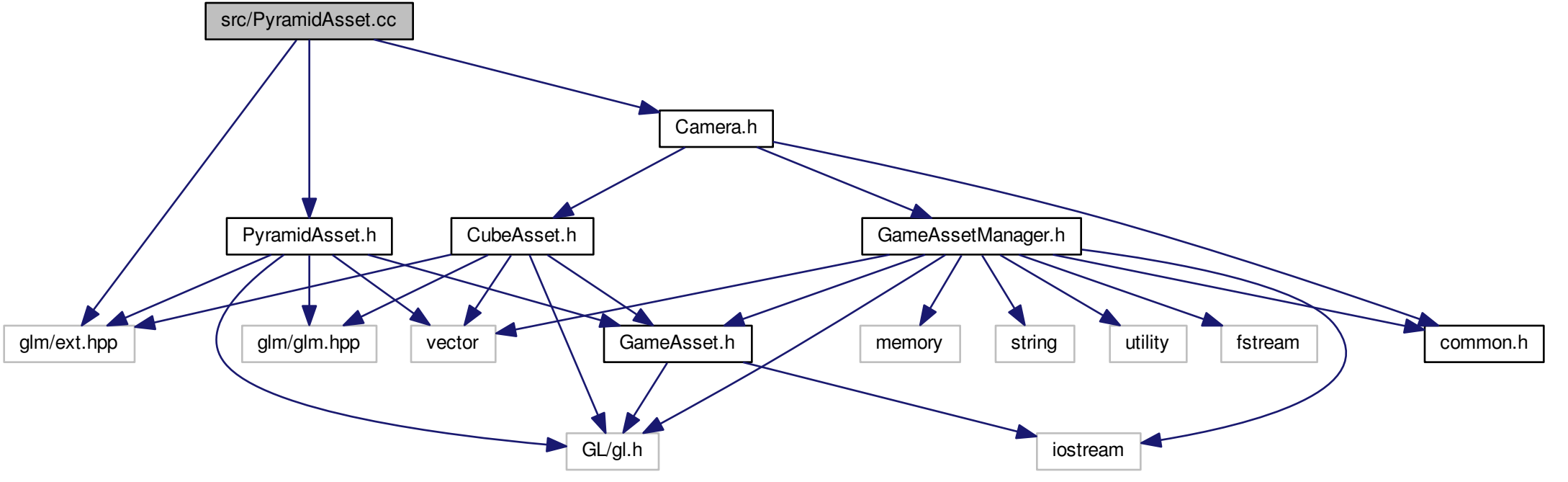
src/PyramidAsset.cc
Camera.h
PyramidAsset.h
CubeAsset.h
GameAssetManager.h
glm/ext.hpp
glm/glm.hpp
vector
GameAsset.h
memory
string
utility
fstream
common.h
GL/gl.h
iostream