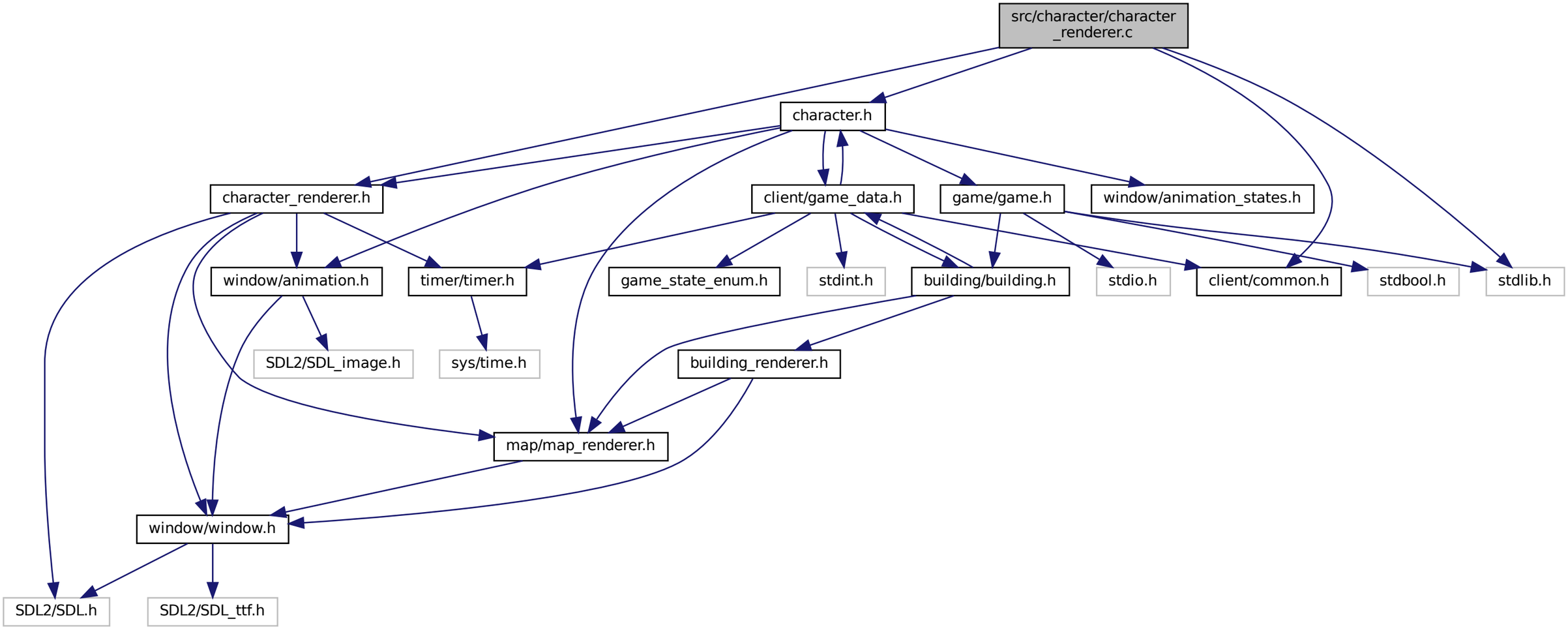
src/character/character_renderer.c
character.h
character_renderer.h
client/game_data.h
game/game.h
window/animation_states.h
window/animation.h
timer/timer.h
game_state_enum.h
stdint.h
building/building.h
stdio.h
client/common.h
stdbool.h
stdlib.h
SDL2/SDL_image.h
sys/time.h
building_renderer.h
map/map_renderer.h
window/window.h
SDL2/SDL.h
SDL2/SDL_ttf.h