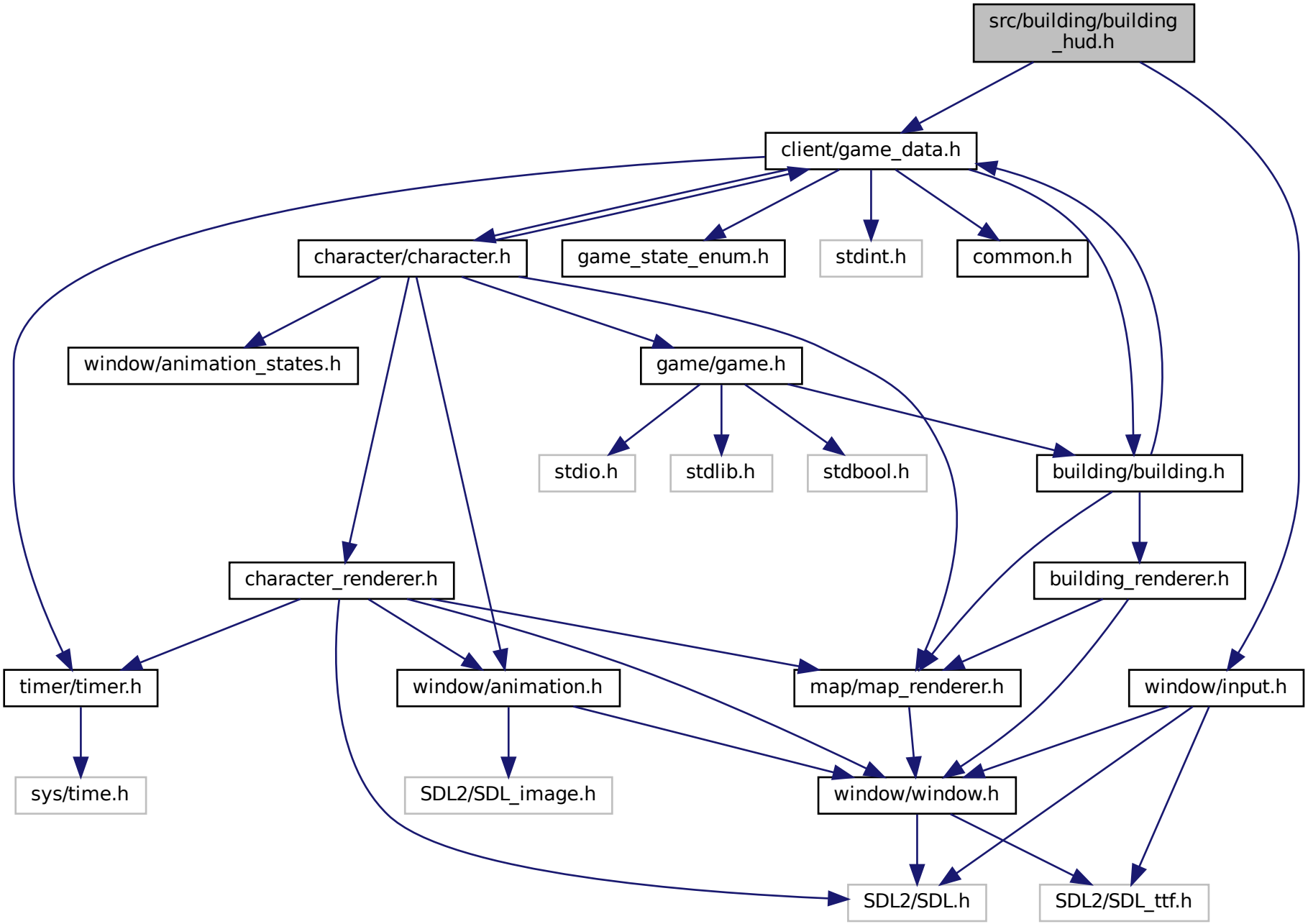
src/building/building_hud.h
client/game_data.h
character/character.h
game_state_enum.h
stdint.h
common.h
window/animation_states.h
game/game.h
stdio.h
stdlib.h
stdbool.h
building/building.h
character_renderer.h
building_renderer.h
timer/timer.h
window/animation.h
map/map_renderer.h
window/input.h
sys/time.h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