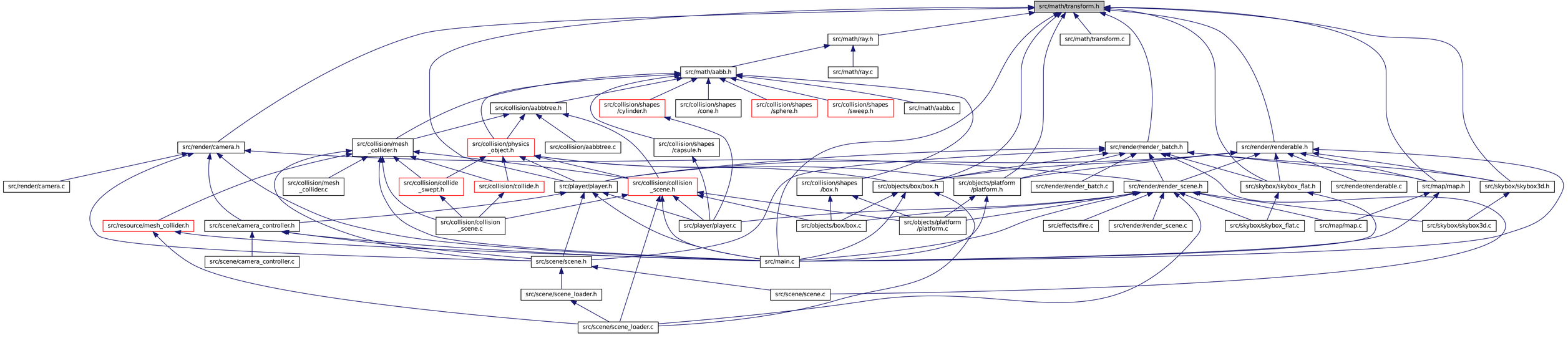
src/math/transform.h
src/math/ray.h
src/math/transform.c
src/math/ray.c
src/math/aabb.h
src/collision/aabbtree.h
src/collision/shapes/cylinder.h
src/collision/shapes/cone.h
src/collision/shapes/sphere.h
src/collision/shapes/sweep.h
src/math/aabb.c
src/render/camera.h
src/collision/mesh_collider.h
src/collision/physics_object.h
src/collision/aabbtree.c
src/collision/shapes/capsule.h
src/render/render_batch.h
src/render/renderable.h
src/render/camera.c
src/collision/mesh_collider.c
src/collision/collide_swept.h
src/collision/collide.h
src/player/player.h
src/collision/collision_scene.h
src/collision/shapes/box.h
src/objects/box/box.h
src/objects/platform/platform.h
src/render/render_batch.c
src/render/render_scene.h
src/skybox/skybox_flat.h
src/render/renderable.c
src/map/map.h
src/skybox/skybox3d.h
src/resource/mesh_collider.h
src/scene/camera_controller.h
src/collision/collision_scene.c
src/player/player.c
src/objects/box/box.c
src/objects/platform/platform.c
src/effects/fire.c
src/render/render_scene.c
src/skybox/skybox_flat.c
src/map/map.c
src/skybox/skybox3d.c
src/scene/camera_controller.c
src/scene/scene.h
src/main.c
src/scene/scene_loader.h
src/scene/scene.c
src/scene/scene_loader.c