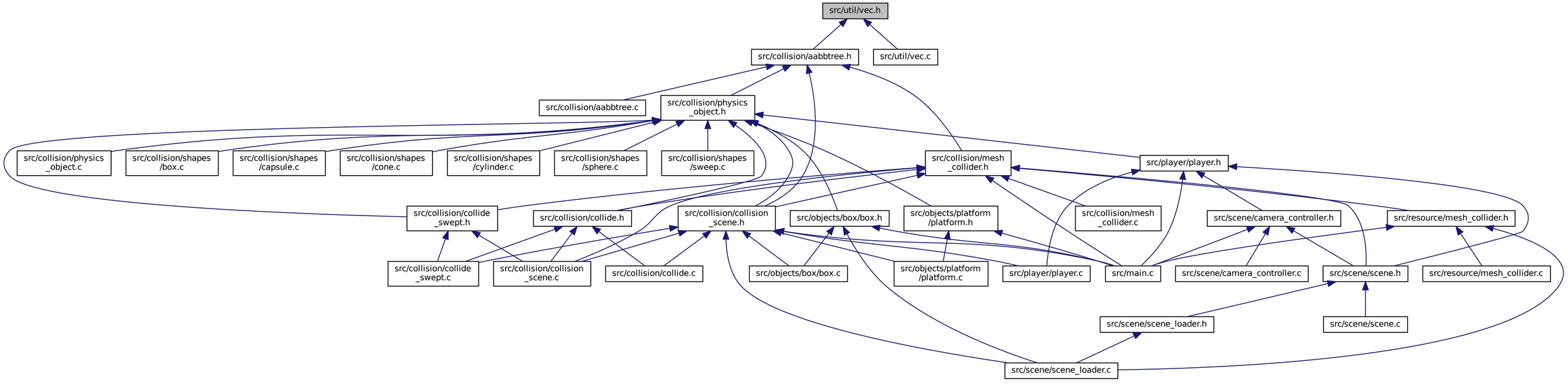
src/util/vec.h
src/collision/aabbtree.h
src/util/vec.c
src/collision/aabbtree.c
src/collision/physics
_object.h
src/collision/physics
_object.c
src/collision/shapes
/box.c
src/collision/shapes
/capsule.c
src/collision/shapes
/cone.c
src/collision/shapes
/cylinder.c
src/collision/shapes
/sphere.c
src/collision/shapes
/sweep.c
src/collision/mesh
_collider.h
src/player/player.h
src/collision/collide
_swept.h
src/collision/collide.h
src/collision/collision
_scene.h
src/objects/box/box.h
src/objects/platform
/platform.h
src/collision/mesh
_collider.c
src/scene/camera_controller.h
src/resource/mesh_collider.h
src/collision/collide
_swept.c
src/collision/collision
_scene.c
src/collision/collide.c
src/objects/box/box.c
src/objects/platform
/platform.c
src/player/player.c
src/main.c
src/scene/camera_controller.c
src/scene/scene.h
src/resource/mesh_collider.c
src/scene/scene_loader.h
src/scene/scene.c
src/scene/scene_loader.c