

src/gamescreen.h



```
graph BT; A[src/monitor.c] --> B[src/gamescreen.h]
```

A diagram illustrating a dependency. At the bottom is a white rectangular box with a black border containing the text 'src/monitor.c'. A blue arrow points vertically upwards from the top center of this box to the bottom center of a gray rectangular box with a black border at the top, which contains the text 'src/gamescreen.h'.

src/monitor.c