

backend/game/GameConfiguration.h

```
graph TD; A[backend/game/GameConfiguration.h] --> B[vector]; A --> C[string]; A --> D[stdexcept]; A --> E[map];
```

A diagram showing the dependencies of the file `backend/game/GameConfiguration.h`. The file name is in a grey box at the top. Four blue arrows point from this box to four white boxes below it, labeled `vector`, `string`, `stdexcept`, and `map`.

vector

string

stdexcept

map