

include/game/sdl/draw.h

```
graph TD; A[include/game/sdl/draw.h] --> B[SDL3/SDL_pixels.h]; A --> C[SDL3/SDL_render.h];
```

A diagram showing the relationship between header files. At the top is a box labeled 'include/game/sdl/draw.h'. Two blue arrows point downwards from this box to two separate boxes below it. The left box is labeled 'SDL3/SDL\_pixels.h' and the right box is labeled 'SDL3/SDL\_render.h'.

SDL3/SDL\_pixels.h

SDL3/SDL\_render.h