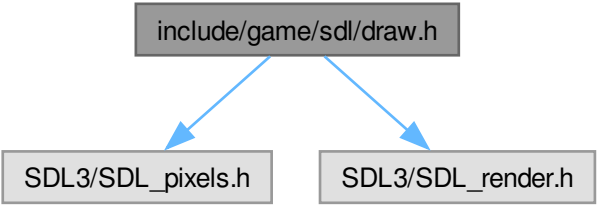


include/game/sdl/draw.h



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

The diagram illustrates the header file dependencies for `include/game/sdl/draw.h`. It is a hierarchical structure where the top-level header file includes two other header files. The top-level file is in a dark gray box, while the included files are in light gray boxes. Blue arrows indicate the direction of the include relationship from the top-level file to the included files.

SDL3/SDL_pixels.h

SDL3/SDL_render.h