

include/game/constants.h

```
graph TD; A[include/game/constants.h] --> B[cstdint]; A --> C[string];
```

A diagram illustrating a C++ header file's dependencies. At the top, a dark gray box contains the text 'include/game/constants.h'. Two blue arrows point downwards from the bottom edge of this box to two separate light gray boxes below it. The left box contains the text 'cstdint' and the right box contains the text 'string'.

cstdint

string