

C:/Users/hanna/Desktop
/CS1C/Agile/Doxy/Source
/FirstProject/ColliderMovementComponent.h

```
graph TD; A["C:/Users/hanna/Desktop  
/CS1C/Agile/Doxy/Source  
/FirstProject/ColliderMovementComponent.h"] --> B["CoreMinimal.h"]; A --> C["GameFramework/PawnMovement  
Component.h"]; A --> D["ColliderMovementComponent.generated.h"];
```

CoreMinimal.h

GameFramework/PawnMovement
Component.h

ColliderMovementComponent.generated.h