

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

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

CoreMinimal.h

GameFramework/Actor.h

LevelTransitionVolume.generated.h