

/03 HAL 0000/00000000

```
/Project/source/01 Main/GameSystem
```

/GameSystem.h

/03 HAL

00	00
00	00

 /

00	00
00	00

/03 HAL

00	00	/	00	00	00	00
00	00		00	00	00	00

/Project/source/01_Main/GameSystem

/GameState.cpp

/03 HAL 00 00 / 00 00

/03 HAL 00 00 / 00 00 00 00

```
/Project/source/01 Main/main.cpp
```