

C:/HAL/PG0000/03
0000000000000000
/03_HAL0000/00000000
/Project/source/03_Object
/2D/UI/Score/ScoreUpdate/ScoreUpdate.h

C:/HAL/PG0000/03
0000000000000000
/03_HAL0000/00000000
/Project/source/03_Object
/2D/UI/Score/ScoreFactory
/ScoreFactory.h

C:/HAL/PG0000/03
0000000000000000
/03_HAL0000/00000000
/Project/source/03_Object
/2D/UI/Score/ScoreUpdate/ScoreUpdate.cpp

C:/HAL/PG0000/03
0000000000000000
/03_HAL0000/00000000
/Project/source/02_Scene
/Scenes/GameScene/GameSceneState
/GameSceneState_Start/GameSceneState
_Start.cpp