

include/game/engine.h

```
graph TD; A[include/game/engine.h] --> B[stdbool.h]; A --> C[string.h]; A --> D[stdlib.h];
```

A diagram illustrating header file dependencies. At the top, a gray rectangular box contains the text 'include/game/engine.h'. Three blue arrows originate from the bottom edge of this box and point downwards to three separate white rectangular boxes arranged horizontally below it. The leftmost box contains 'stdbool.h', the middle box contains 'string.h', and the rightmost box contains 'stdlib.h'. All boxes have a thin gray border.

stdbool.h

string.h

stdlib.h