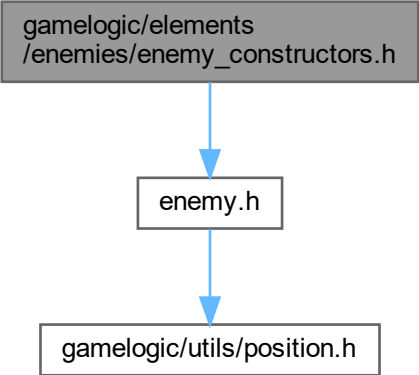


gamelogic/elements
/enemies/enemy_constructors.h



```
graph TD; A["gamelogic/elements  
/enemies/enemy_constructors.h"] --> B["enemy.h"]; B --> C["gamelogic/utils/position.h"]
```

enemy.h

gamelogic/utils/position.h