

gamelogic/elements  
/enemies/enemy\_constructors.c

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

enemy\_constructors.h

enemy.h

gamelogic/utils/position.h