

AI/AlGames-Gobblet
/Gobblet/Gobblet/GobbletStack.hpp

```
graph TD; Root["AI/AlGames-Gobblet /Gobblet/Gobblet/GobbletStack.hpp"] --> stack; Root --> functional; Root --> Gobblet_hpp["Gobblet.hpp"]; Gobblet_hpp --> memory; Gobblet_hpp --> optional; Gobblet_hpp --> SFML_graphics_hpp["SFML/Graphics.hpp"];
```

stack

functional

Gobblet.hpp

memory

optional

SFML/Graphics.hpp