

include/Player.h



```
graph TD; A[include/Player.h] --> B[string]; A --> C[Enums.h];
```

The diagram illustrates a header file dependency. At the top, a gray box labeled 'include/Player.h' has two blue arrows pointing downwards to two white boxes. The left box is labeled 'string' and the right box is labeled 'Enums.h'. This represents the 'include/Player.h' file including the 'string' and 'Enums.h' headers.

string

Enums.h