

BGE/PathFollowingScenario.h

```
graph BT; A[BGE/PathFollowingScenario.cpp] --> C[BGE/PathFollowingScenario.h]; B[BGE/SteeringGame.cpp] --> C;
```

A diagram illustrating file dependencies. At the top is a gray rectangular box containing the text 'BGE/PathFollowingScenario.h'. Below it are two white rectangular boxes. The left box contains 'BGE/PathFollowingScenario.cpp' and the right box contains 'BGE/SteeringGame.cpp'. Two blue arrows point from the top of each bottom box to the bottom of the top box, indicating that both source files include the header file.

BGE/PathFollowingScenario.cpp

BGE/SteeringGame.cpp