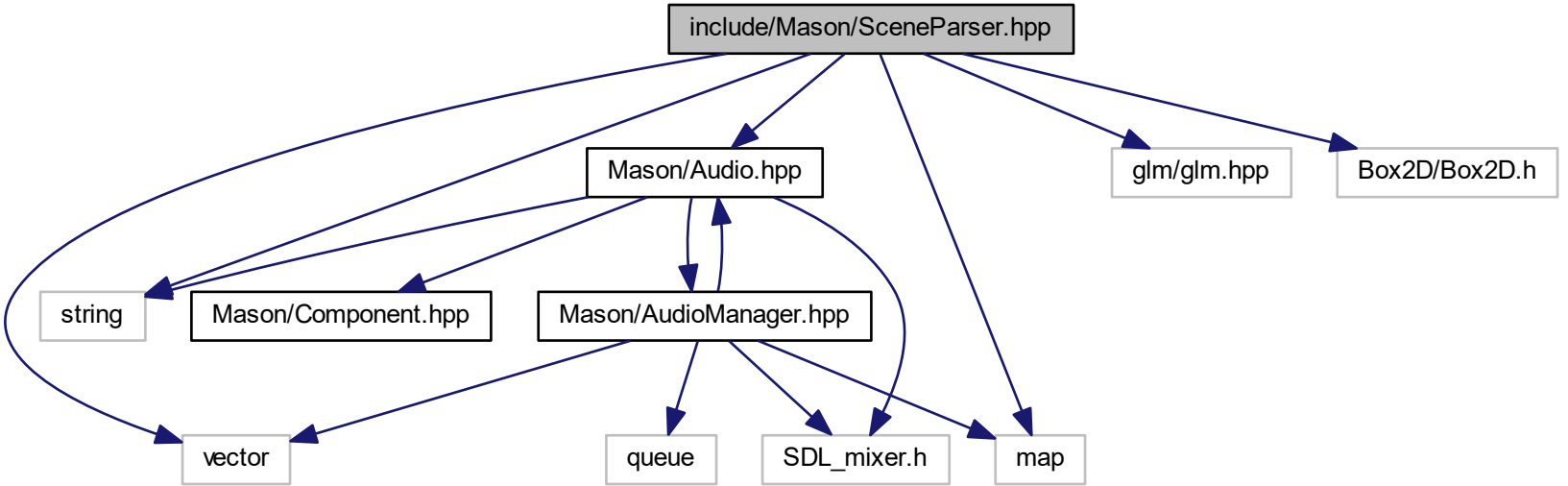
include/Mason/SceneParser.hpp
Mason/Audio.hpp
glm/glm.hpp
Box2D/Box2D.h
string
Mason/Component.hpp
Mason/AudioManager.hpp
vector
queue
SDL_mixer.h
map