

Before Crisis/GameplayState.h

```
graph TD; A[Before Crisis/GameplayState.h] --> B[IGameState.h]; B --> C[SFML/Graphics.hpp];
```

A vertical flowchart with three rectangular boxes. The top box is dark gray and contains the text 'Before Crisis/GameplayState.h'. A blue arrow points down from this box to a white box in the middle containing 'IGameState.h'. Another blue arrow points down from the middle box to a light gray box at the bottom containing 'SFML/Graphics.hpp'.

IGameState.h

SFML/Graphics.hpp