

Before Crisis/MissionManager.h

```
graph TD; A[Before Crisis/MissionManager.h] --> B[IMissionManager.h]; B --> C[string]; B --> D[vector];
```

The diagram illustrates a dependency or inheritance structure. At the top is a grey box labeled 'Before Crisis/MissionManager.h'. A blue arrow points down from this box to a white box with a black border labeled 'IMissionManager.h'. From the 'IMissionManager.h' box, two blue arrows point down to two separate grey boxes labeled 'string' and 'vector'.

IMissionManager.h

string

vector