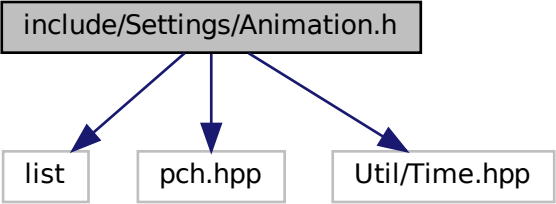


include/Settings/Animation.h



```
graph TD; A[include/Settings/Animation.h] --> B[list]; A --> C[pch.hpp]; A --> D[Util/Time.hpp];
```

The diagram illustrates a header file dependency structure. At the top, a box labeled 'include/Settings/Animation.h' has three arrows pointing downwards to three separate boxes: 'list', 'pch.hpp', and 'Util/Time.hpp'.

list

pch.hpp

Util/Time.hpp