

include/Game/Game\_config.h



```
graph TD; A[include/Game/Game_config.h] --> B[string]
```

A diagram illustrating a dependency. A gray rectangular box at the top contains the text 'include/Game/Game\_config.h'. A blue arrow points vertically downwards from the bottom center of this box to the top center of a white rectangular box below it. The white box contains the text 'string'.

string