

include/Dungeon/MapHandler.h

```
graph BT; A[src/Dungeon/MapHandler.cpp] --> B[include/Dungeon/MapHandler.h]; C[src/initialGame.cpp] --> B;
```

A diagram illustrating file dependencies. At the top is a gray rectangular box containing the text 'include/Dungeon/MapHandler.h'. Below it are two white rectangular boxes. The left box contains 'src/Dungeon/MapHandler.cpp' and the right box contains 'src/initialGame.cpp'. Two blue arrows point from the top of each of these bottom boxes up to the bottom of the top box, indicating that both source files include the header file.

src/Dungeon/MapHandler.cpp

src/initialGame.cpp