

include/Dungeon/Elements.h

```
graph TD; A[include/Dungeon/Elements.h] --> B[map]; A --> C[string]; A --> D[config.hpp]; A --> E[glm/glm.hpp];
```

A diagram illustrating the dependencies of the header file `include/Dungeon/Elements.h`. The header file is shown in a grey box at the top. Four blue arrows point from it to four white boxes below, representing the included files: `map`, `string`, `config.hpp`, and `glm/glm.hpp`.

map

string

config.hpp

glm/glm.hpp