

include/textureLoader.h



```
graph BT; game["include/game.h"] --> texture["include/textureLoader.h"]
```

A diagram illustrating a dependency between two header files. At the top is a gray rectangular box containing the text 'include/textureLoader.h'. Below it is a white rectangular box containing the text 'include/game.h'. A blue arrow points vertically from the top of the 'include/game.h' box to the bottom of the 'include/textureLoader.h' box, indicating that 'include/textureLoader.h' depends on 'include/game.h'.

include/game.h