

src/engine/GameObject.h

```
graph TD; A[src/engine/GameObject.h] --> B[memory]; A --> C[vector];
```

A diagram illustrating dependencies. At the top, a gray rectangular box with a black border contains the text 'src/engine/GameObject.h'. Two blue arrows originate from the bottom center of this box. The left arrow points diagonally down and to the left to a white rectangular box with a gray border containing the text 'memory'. The right arrow points diagonally down and to the right to another white rectangular box with a gray border containing the text 'vector'.

memory

vector