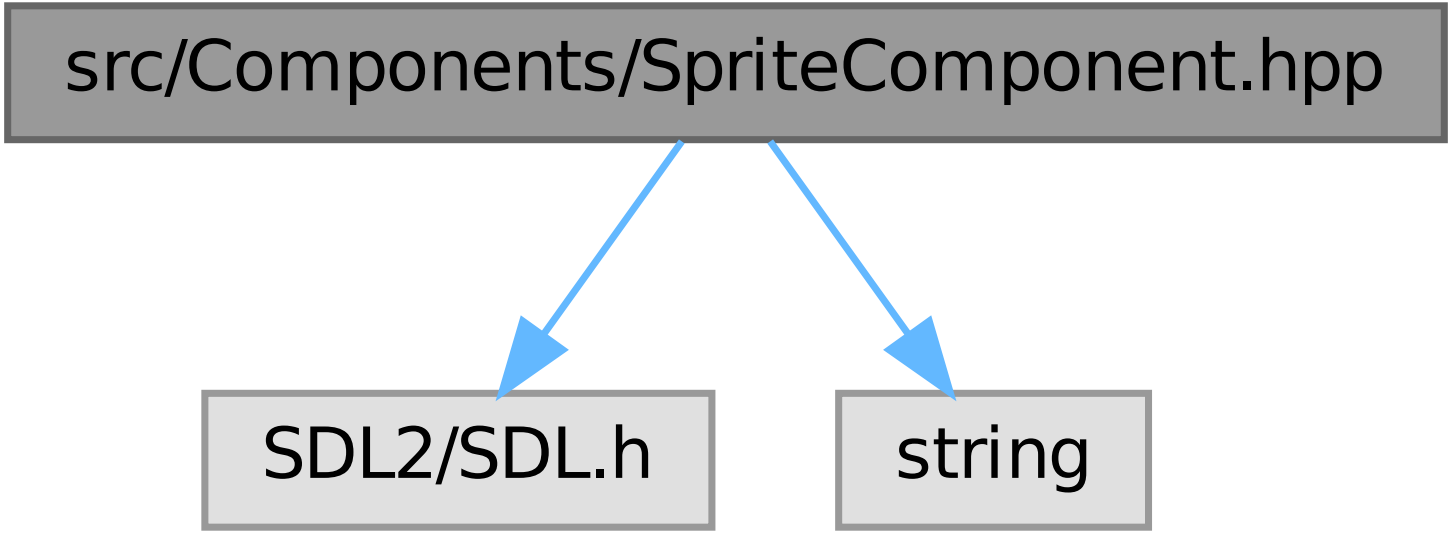
src/Components/SpriteComponent.hpp
SDL2/SDL.h
string