

include/Core/Graphics
/MeshBuilder.hpp

```
graph BT; Map[include/Game/Components/Map.hpp] --> BeerEngine[include/Core/BeerEngine.hpp]; BeerEngine --> MeshBuilder[include/Core/Graphics/MeshBuilder.hpp];
```

The diagram illustrates a vertical chain of include dependencies. At the bottom is a white box containing 'include/Game/Components/Map.hpp'. A blue arrow points upwards from this box to a white box in the middle containing 'include/Core/BeerEngine.hpp'. Another blue arrow points upwards from the middle box to a gray box at the top containing 'include/Core/Graphics/MeshBuilder.hpp'.

include/Core/BeerEngine.hpp

include/Game/Components
/Map.hpp