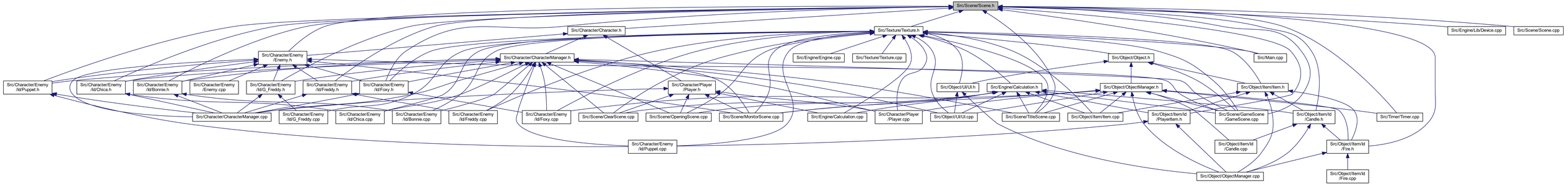
Src/Scene/Scene.h
Src/Character/Character.h
Src/Texture/Texture.h
Src/Engine/Lib/Device.cpp
Src/Scene/Scene.cpp
Src/Character/Enemy/Enemy.h
Src/Character/CharacterManager.h
Src/Engine/Engine.cpp
Src/Texture/Texture.cpp
Src/Object/Object.h
Src/Main.cpp
Src/Character/Enemy/Id/Puppet.h
Src/Character/Enemy/Id/Chica.h
Src/Character/Enemy/Id/Bonnie.h
Src/Character/Enemy/Enemy.cpp
Src/Character/Enemy/Id/G_Freddy.h
Src/Character/Enemy/Id/Freddy.h
Src/Character/Enemy/Id/Foxy.h
Src/Character/Player/Player.h
Src/Object/UI/UI.h
Src/Engine/Calculation.h
Src/Object/ObjectManager.h
Src/Object/Item/Item.h
Src/Character/CharacterManager.cpp
Src/Character/Enemy/Id/G_Freddy.cpp
Src/Character/Enemy/Id/Chica.cpp
Src/Character/Enemy/Id/Bonnie.cpp
Src/Character/Enemy/Id/Freddy.cpp
Src/Character/Enemy/Id/Foxy.cpp
Src/Scene/ClearScene.cpp
Src/Scene/OpeningScene.cpp
Src/Scene/MonitorScene.cpp
Src/Engine/Calculation.cpp
Src/Character/Player/Player.cpp
Src/Object/UI/UI.cpp
Src/Scene/TitleScene.cpp
Src/Object/Item/Item.cpp
Src/Object/Item/Id/Playeritem.h
Src/Scene/GameScene/GameScene.cpp
Src/Object/Item/Id/Candle.h
Src/Timer/Timer.cpp
Src/Object/Item/Id/Candle.cpp
Src/Object/Item/Id/Fire.h
Src/Object/ObjectManager.cpp
Src/Object/Item/Id/Fire.cpp
Src/Character/Enemy/Id/Puppet.cpp