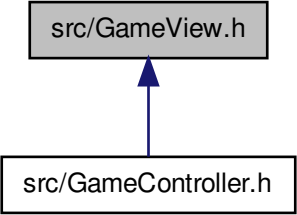


src/MapView.h



```
graph BT; A[src/GameController.h] --> B[src/MapView.h];
```

A diagram showing a dependency between two header files. At the bottom is a white box labeled 'src/GameController.h'. A blue arrow points upwards from this box to a gray box at the top labeled 'src/MapView.h'.

src/GameController.h