

SaveGame.h

```
graph TD; A[SaveGame.h] --> B[string]; A --> C[fstream];
```

A diagram illustrating the dependencies of the SaveGame.h header file. At the top is a dark gray box labeled 'SaveGame.h'. Two blue arrows point downwards from the bottom of this box to two light gray boxes below it. The left box is labeled 'string' and the right box is labeled 'fstream'.

string

fstream