

C:/Users/Brandon/Desktop  
/Projects/SFML-2.5.0-Game  
-Development-Template/game  
-source-code/gui/drawer/Drawer.h

```
graph BT; A["C:/Users/Brandon/Desktop<br>/Projects/SFML-2.5.0-Game<br>-Development-Template/game<br>-source-code/main/main.cpp"] --> C["C:/Users/Brandon/Desktop<br>/Projects/SFML-2.5.0-Game<br>-Development-Template/game<br>-source-code/gui/drawer/Drawer.h"]; B["C:/Users/Brandon/Desktop<br>/Projects/SFML-2.5.0-Game<br>-Development-Template/game<br>-source-code/gui/drawer/Drawer.cpp"] --> C;
```

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C:/Users/Brandon/Desktop  
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-source-code/main/main.cpp