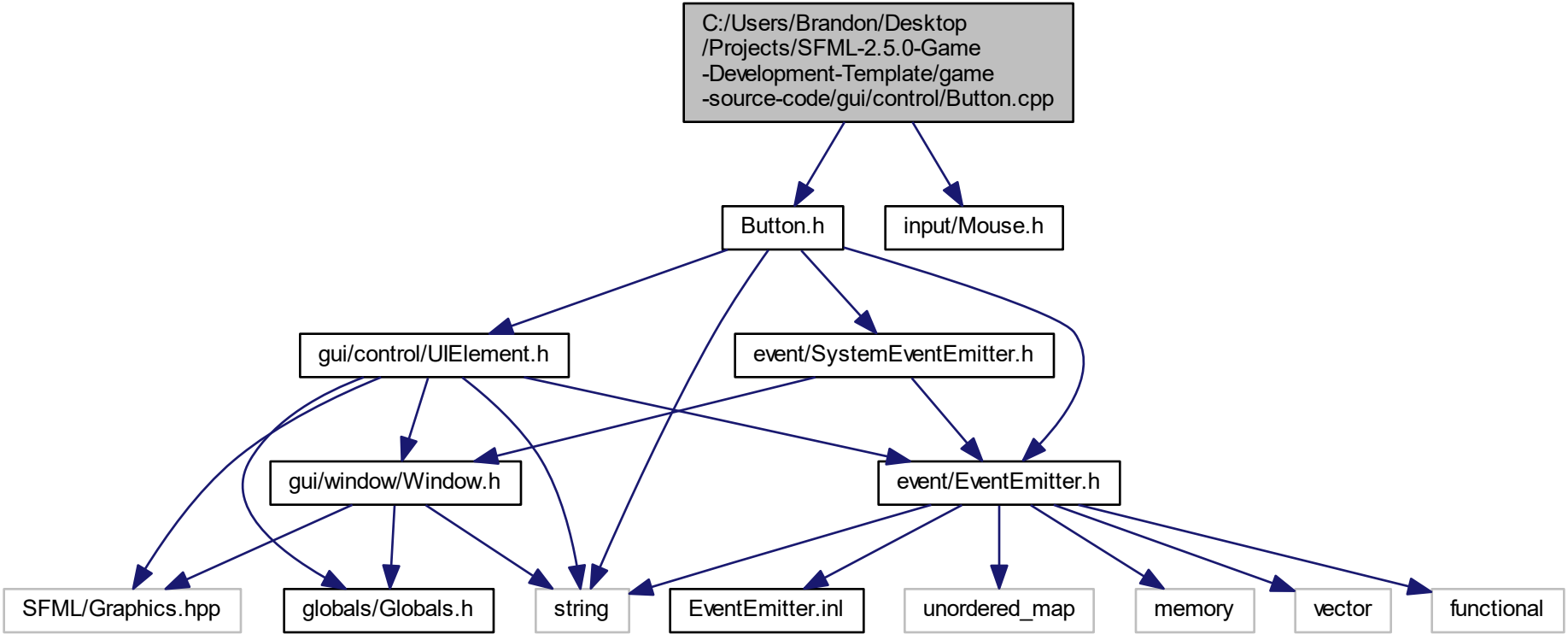
C:/Users/Brandon/Desktop/Projects/SFML-2.5.0-Game-Development-Template/game-source-code/gui/control/Button.cpp
Button.h
input/Mouse.h
gui/control/UIElement.h
event/SystemEventEmitter.h
gui/window/Window.h
event/EventEmitter.h
SFML/Graphics.hpp
globals/Globals.h
string
EventEmitter.inl
unordered_map
memory
vector
functional