

C:/Users/Brandon/Desktop  
/Projects/SFML-2.5.0-Game  
-Development-Template/game  
-source-code/animation/Animation.h



```
graph TD; A["C:/Users/Brandon/Desktop  
/Projects/SFML-2.5.0-Game  
-Development-Template/game  
-source-code/animation/Animation.h"] --> B["common/Common.h"]; A --> C["string"]; A --> D["vector"]; A --> E["SFML/Graphics.hpp"];
```

The diagram illustrates the file dependencies for the `Animation.h` file. A central box at the top lists the full path to the file. Four arrows point downwards from this box to four separate boxes, each representing a file it depends on: `common/Common.h`, `string`, `vector`, and `SFML/Graphics.hpp`.

common/Common.h

string

vector

SFML/Graphics.hpp