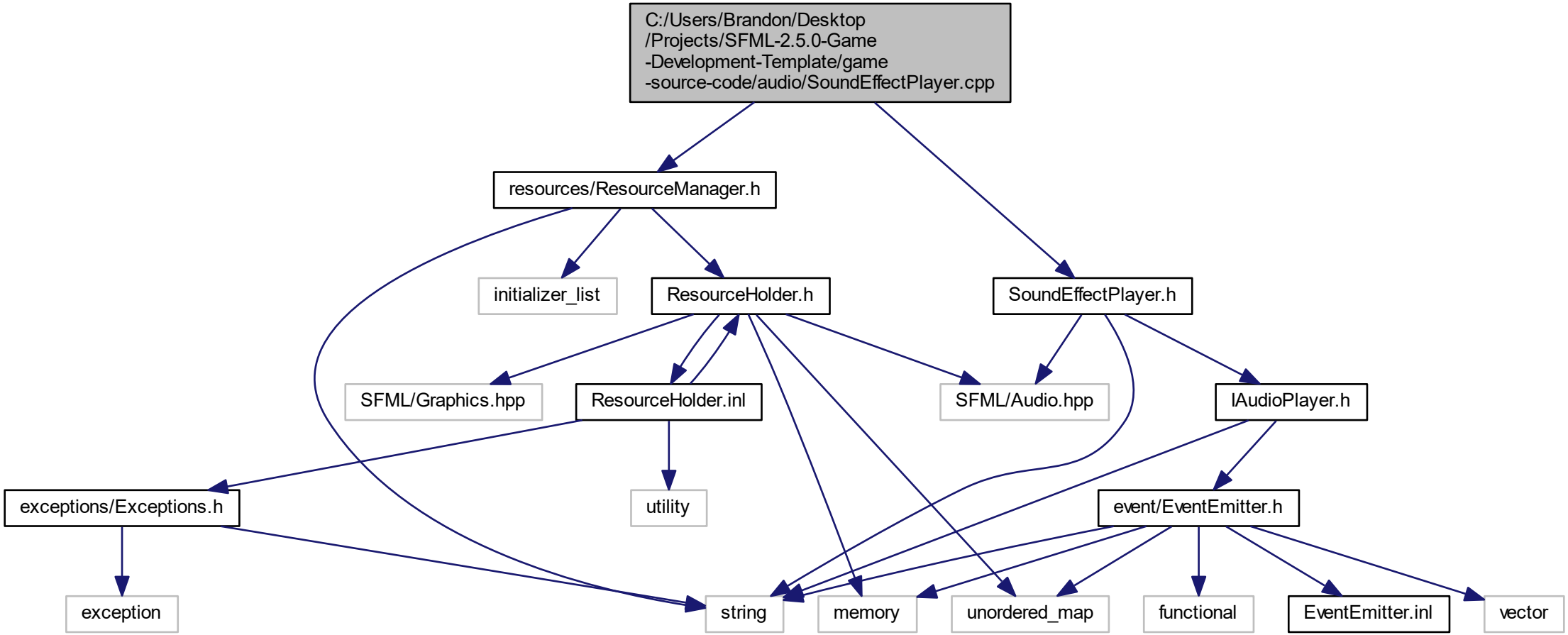
C:/Users/Brandon/Desktop/Projects/SFML-2.5.0-Game-Development-Template/game-source-code/audio/SoundEffectPlayer.cpp
resources/ResourceManager.h
initializer_list
ResourceHolder.h
SoundEffectPlayer.h
SFML/Graphics.hpp
ResourceHolder.inl
SFML/Audio.hpp
IAudioPlayer.h
exceptions/Exceptions.h
utility
event/EventEmitter.h
exception
string
memory
unordered_map
functional
EventEmitter.inl
vector