

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

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

C:/Users/Brandon/Desktop
/Projects/SFML-2.5.0-Game
-Development-Template/game
-source-code/gui/menu/MainMenu.cpp

C:/Users/Brandon/Desktop
/Projects/SFML-2.5.0-Game
-Development-Template/game
-source-code/main/main.cpp