

C:/Users/Brandon/Desktop  
/Projects/SFML-2.5.0-Game  
-Development-Template/game  
-source-code/gui/menu/PauseMenu.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/menu/PauseMenu.h"]; B["C:/Users/Brandon/Desktop<br/>/Projects/SFML-2.5.0-Game<br/>-Development-Template/game<br/>-source-code/gui/menu/PauseMenu.cpp"] --> C;
```

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

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