

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

```
graph TD; A["C:/Users/Brandon/Desktop  
/Projects/SFML-2.5.0-Game  
-Development-Template/game  
-source-code/gui/window/Window.h"] --> B["globals/Globals.h"]; A --> C["SFML/Graphics.hpp"]; A --> D["string"];
```

globals/Globals.h

SFML/Graphics.hpp

string