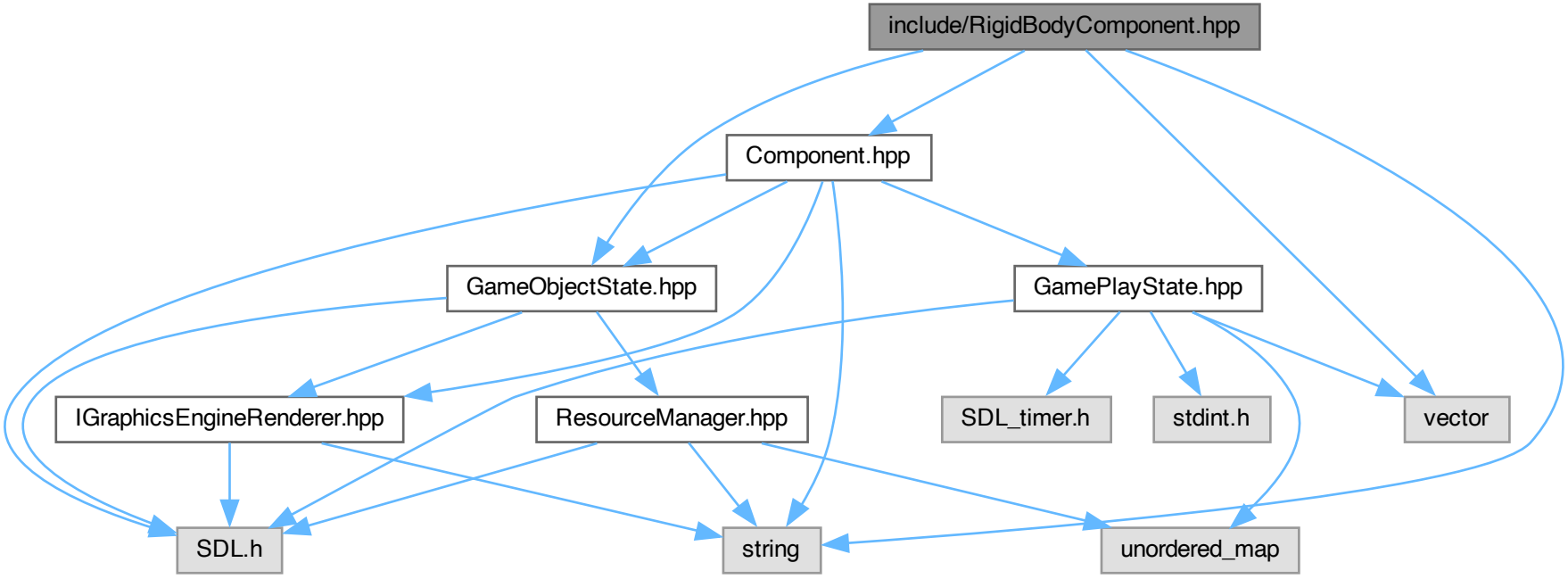
include/RigidBodyComponent.hpp
Component.hpp
GameObjectState.hpp
GamePlayState.hpp
IGraphicsEngineRenderer.hpp
ResourceManager.hpp
SDL_timer.h
stdint.h
vector
SDL.h
string
unordered_map