

CollisionManager.h



```
graph TD; A[CollisionManager.h] --> B[SFML\Graphics.hpp]
```

A diagram showing a dependency. A gray rectangular box at the top contains the text 'CollisionManager.h'. A thick blue arrow points vertically downwards from the bottom center of this box to the top center of a white rectangular box below it. The white box contains the text 'SFML\Graphics.hpp'.

SFML\Graphics.hpp