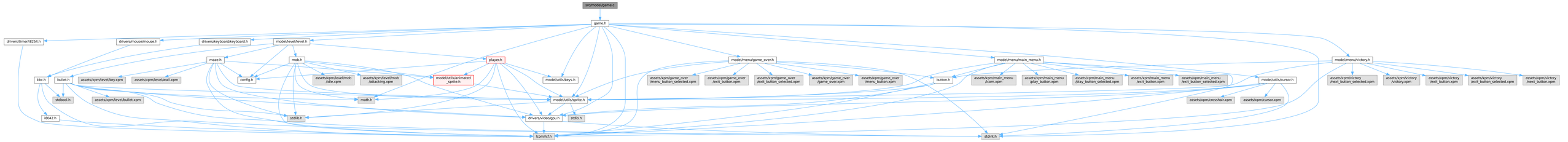
src/model/game.c
game.h
drivers/timer/i8254.h
drivers/mouse/mouse.h
drivers/keyboard/keyboard.h
model/level/level.h
maze.h
mob.h
player.h
model/menu/game_over.h
model/menu/main_menu.h
model/menu/victory.h
kbc.h
bullet.h
assets/xpm/level/key.xpm
assets/xpm/level/wall.xpm
config.h
assets/xpm/level/mob/idle.xpm
assets/xpm/level/mob/attacking.xpm
model/utils/animated_sprite.h
model/utils/keys.h
assets/xpm/game_over/menu_button_selected.xpm
assets/xpm/game_over/exit_button.xpm
assets/xpm/game_over/exit_button_selected.xpm
assets/xpm/game_over/game_over.xpm
assets/xpm/game_over/menu_button.xpm
button.h
assets/xpm/main_menu/com.xpm
assets/xpm/main_menu/play_button.xpm
assets/xpm/main_menu/play_button_selected.xpm
assets/xpm/main_menu/exit_button.xpm
assets/xpm/main_menu/exit_button_selected.xpm
model/utils/cursor.h
assets/xpm/victory/next_button_selected.xpm
assets/xpm/victory/victory.xpm
assets/xpm/victory/exit_button.xpm
assets/xpm/victory/exit_button_selected.xpm
assets/xpm/victory/next_button.xpm
stdbool.h
assets/xpm/level/bullet.xpm
math.h
model/utils/sprite.h
assets/xpm/crosshair.xpm
assets/xpm/cursor.xpm
i8042.h
stdlib.h
drivers/video/gpu.h
stdio.h
lcom/lcf.h
stdint.h