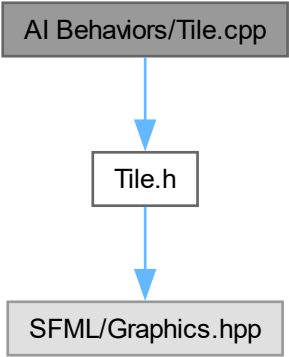


AI Behaviors/Tile.cpp



```
graph TD; A[AI Behaviors/Tile.cpp] --> B[Tile.h]; B --> C[SFML/Graphics.hpp];
```

Tile.h

SFML/Graphics.hpp