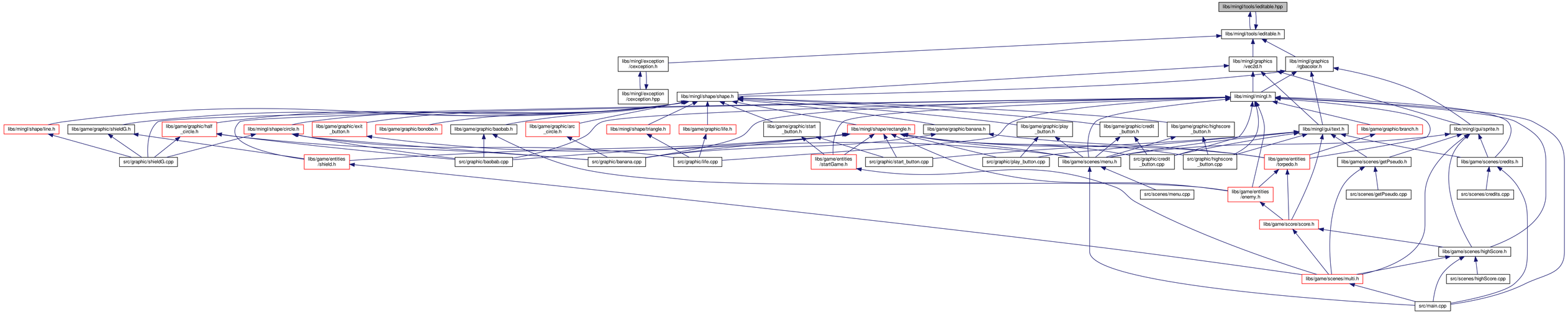
libs/mingl/tools/ieditable.hpp
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libs/mingl/shape/shape.h
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libs/mingl/shape/line.h
libs/game/graphic/shieldG.h
libs/game/graphic/half_circle.h
libs/mingl/shape/circle.h
libs/game/graphic/exit_button.h
libs/game/graphic/bonobo.h
libs/game/graphic/baobab.h
libs/game/graphic/arc_circle.h
libs/mingl/shape/triangle.h
libs/game/graphic/life.h
libs/game/graphic/start_button.h
libs/mingl/shape/rectangle.h
libs/game/graphic/banana.h
libs/game/graphic/play_button.h
libs/game/graphic/credit_button.h
libs/game/graphic/highscore_button.h
libs/mingl/gui/text.h
libs/game/graphic/branch.h
libs/mingl/gui/sprite.h
src/graphic/shieldG.cpp
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src/graphic/baobab.cpp
src/graphic/banana.cpp
src/graphic/life.cpp
libs/game/entities/startGame.h
src/graphic/start_button.cpp
src/graphic/play_button.cpp
libs/game/scenes/menu.h
src/graphic/credit_button.cpp
src/graphic/highscore_button.cpp
libs/game/entities/torpedo.h
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libs/game/scenes/credits.h
src/scenes/menu.cpp
libs/game/entities/enemy.h
src/scenes/getPseudo.cpp
src/scenes/credits.cpp
libs/game/score/score.h
libs/game/scenes/highScore.h
libs/game/scenes/multi.h
src/scenes/highScore.cpp
src/main.cpp