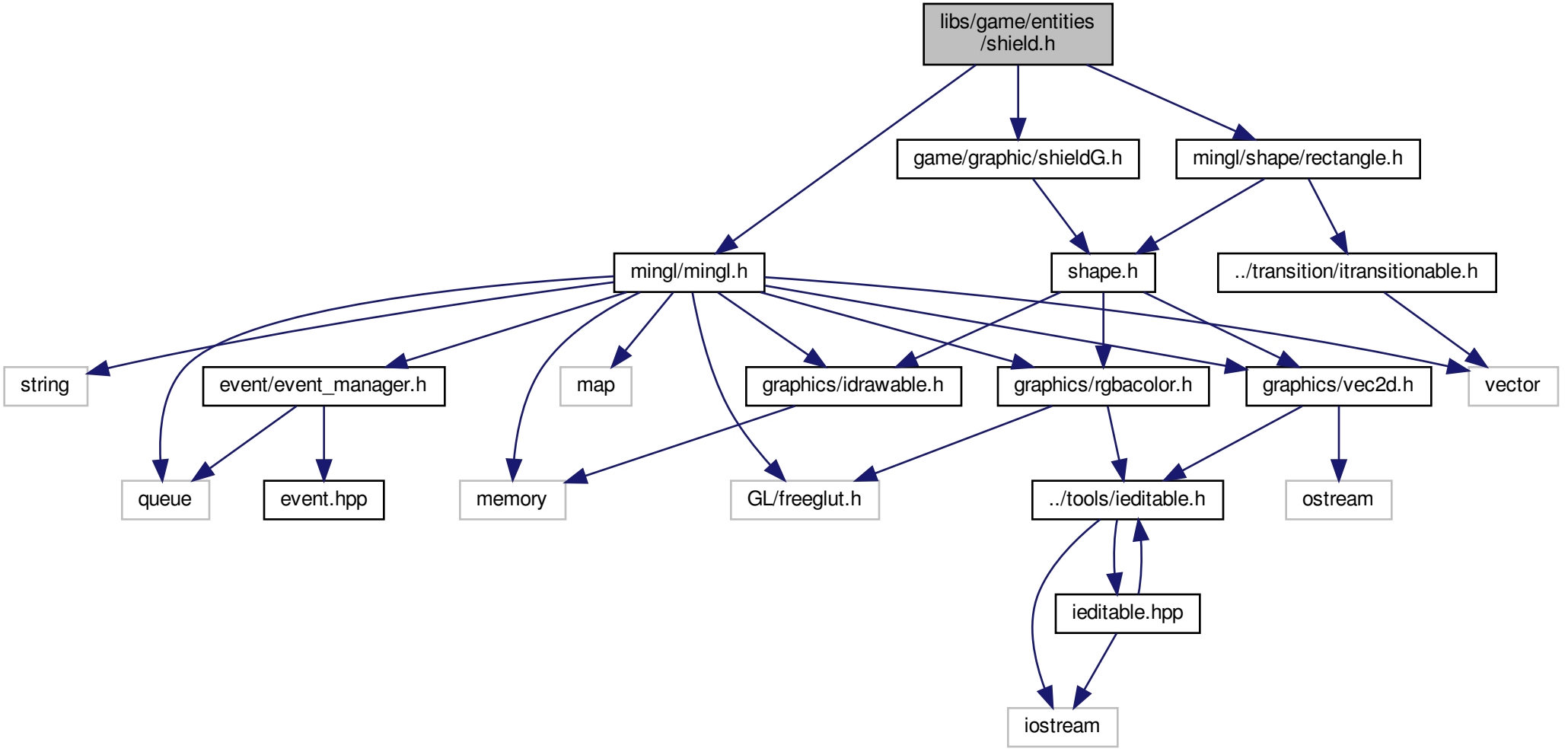
libs/game/entities/shield.h
game/graphic/shieldG.h
mingl/shape/rectangle.h
mingl/mingl.h
shape.h
../transition/itransitionable.h
string
event/event_manager.h
map
graphics/idrawable.h
graphics/rgbacolor.h
graphics/vec2d.h
vector
queue
event.hpp
memory
GL/freeglut.h
../tools/ieditable.h
ostream
ieditable.hpp
iostream