

src/game/game.c

```
graph TD; A[src/game/game.c] --> B[lmda/game.h]; A --> C[flecs.h];
```

A diagram showing a file dependency. At the top is a box labeled 'src/game/game.c'. Two blue arrows point downwards from this box to two other boxes below it. The left box is labeled 'lmda/game.h' and the right box is labeled 'flecs.h'.

lmda/game.h

flecs.h