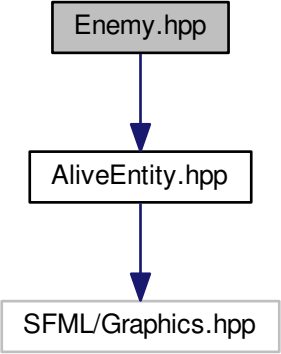


Enemy.hpp



```
graph TD; A[Enemy.hpp] --> B[AliveEntity.hpp]; B --> C[SFML/Graphics.hpp];
```

AliveEntity.hpp

SFML/Graphics.hpp