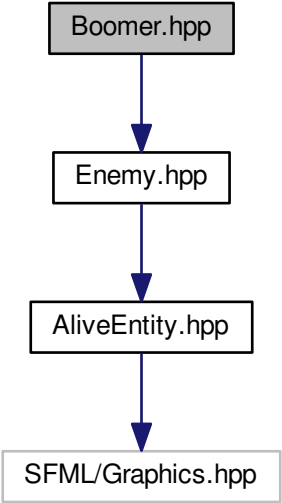


Boomer.hpp



```
graph TD; Boomer[Boomer.hpp] --> Enemy[Enemy.hpp]; Enemy --> AliveEntity[AliveEntity.hpp]; AliveEntity --> SFML[SFML/Graphics.hpp];
```

Enemy.hpp

AliveEntity.hpp

SFML/Graphics.hpp