

/home/feniks/my\_ws  
/6sem/WDS/SpacInvaders  
/SpacInvaders/inc/Player.h

```
graph TD; A["/home/feniks/my_ws<br>/6sem/WDS/SpacInvaders<br>/SpacInvaders/inc/Player.h"] --> B[QGraphicsRectItem]; A --> C[QGraphicsPixmapItem]; A --> D[QObject]; A --> E[QtGamepad/QGamepad];
```

QGraphicsRectItem

QGraphicsPixmapItem

QObject

QtGamepad/QGamepad