

include/Position.h

```
graph TD; A[include/Position.h] --> B[GameDataTypes.h]; A --> C[vector];
```

A diagram illustrating header file dependencies. At the top is a box labeled 'include/Position.h'. Two blue arrows point downwards from this box to two other boxes below it. The left box is labeled 'GameDataTypes.h' and the right box is labeled 'vector'.

GameDataTypes.h

vector