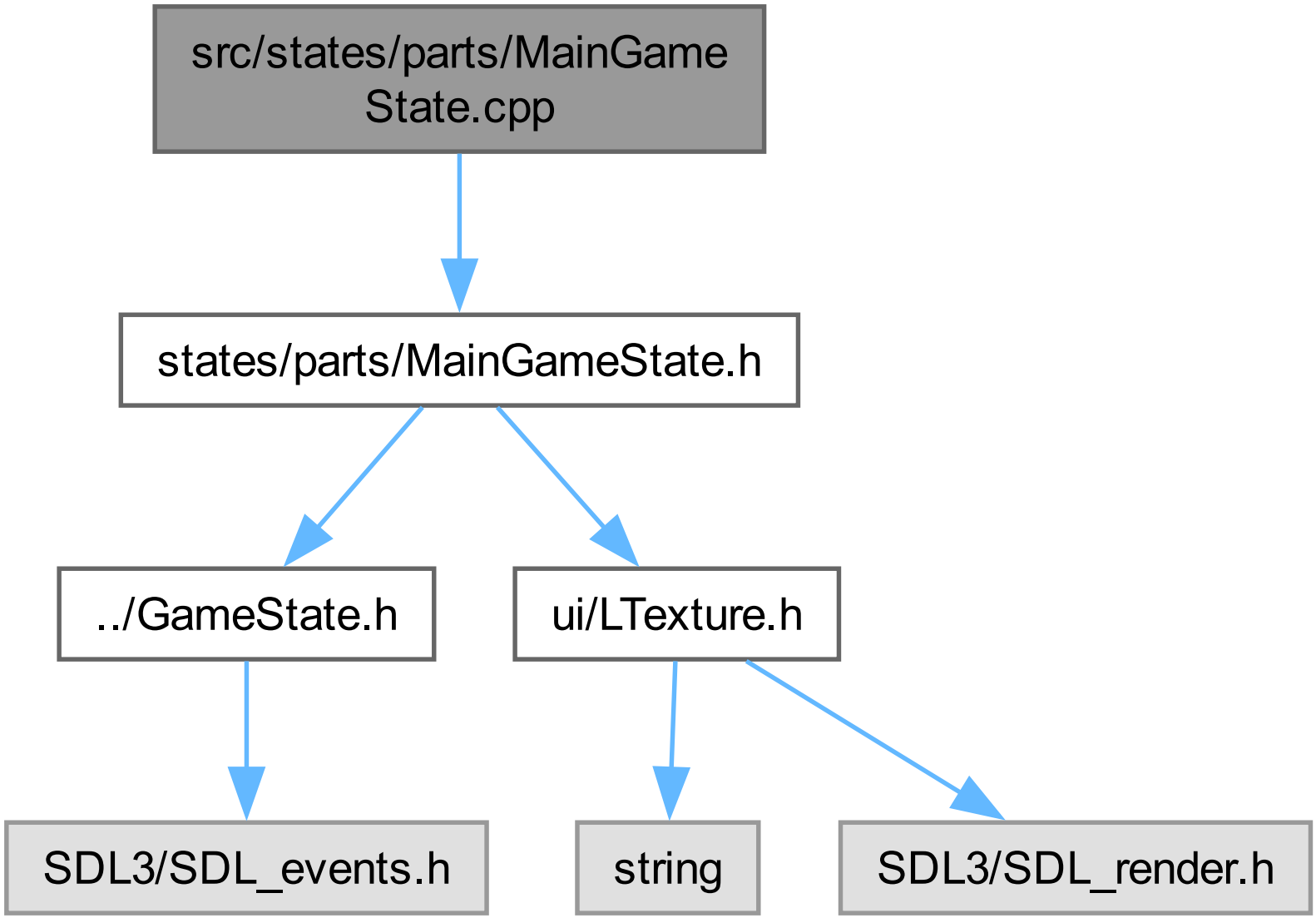
src/states/parts/MainGame State.cpp
states/parts/MainGameState.h
../GameState.h
ui/LTexture.h
SDL3/SDL_events.h
string
SDL3/SDL_render.h