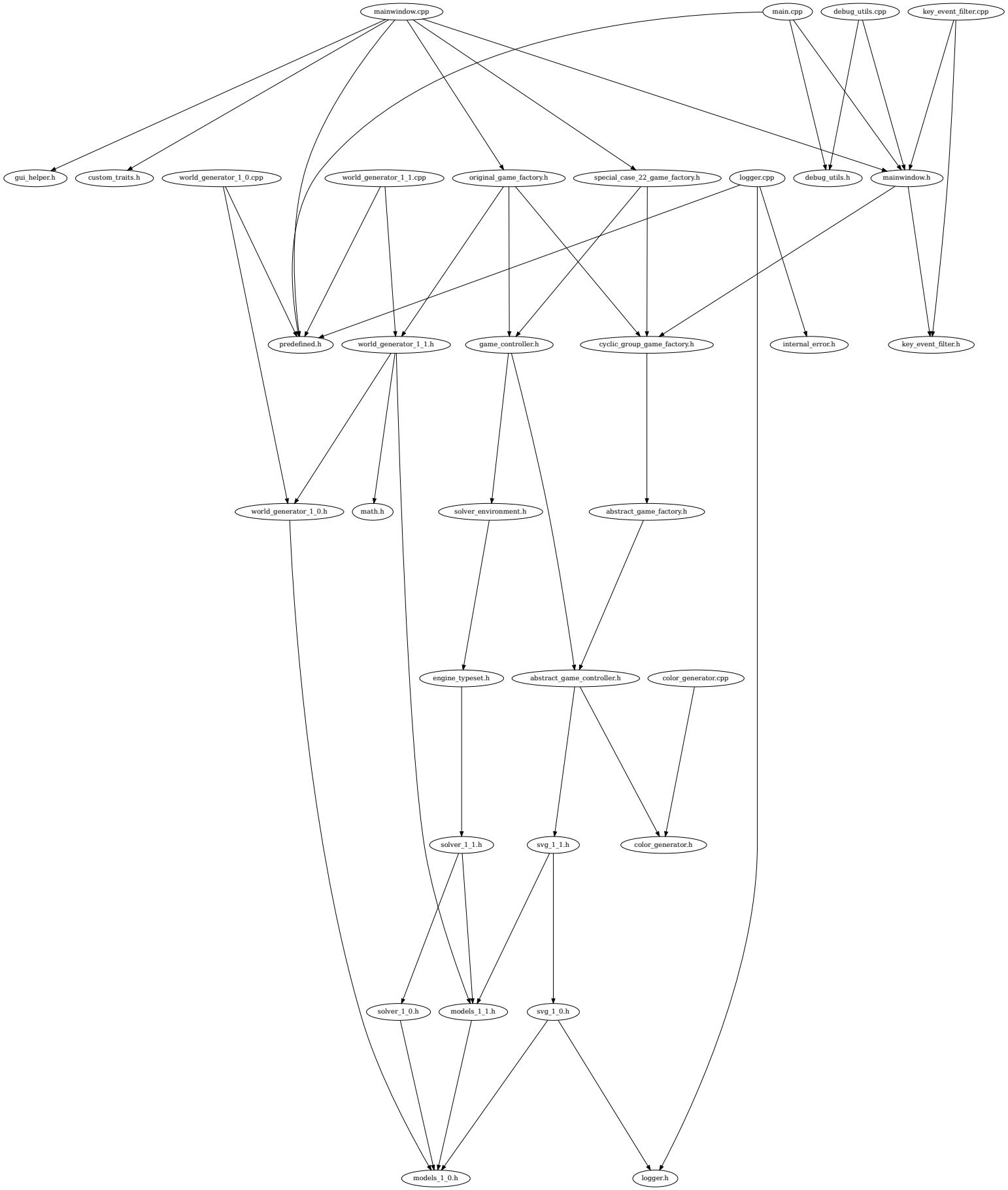
mainwindow.cpp
main.cpp
debug_utils.cpp
key_event_filter.cpp
gui_helper.h
custom_traits.h
world_generator_1_0.cpp
world_generator_1_1.cpp
original_game_factory.h
special_case_22_game_factory.h
logger.cpp
debug_utils.h
mainwindow.h
predefined.h
world_generator_1_1.h
game_controller.h
cyclic_group_game_factory.h
internal_error.h
key_event_filter.h
world_generator_1_0.h
math.h
solver_environment.h
abstract_game_factory.h
engine_typeset.h
abstract_game_controller.h
color_generator.cpp
solver_1_1.h
svg_1_1.h
color_generator.h
solver_1_0.h
models_1_1.h
svg_1_0.h
models_1_0.h
logger.h