

D:/T163-Term6/Hooman  
-Engine/Assignment2/GameEngine  
Development2\_Assignment1/GameEngine  
Development2\_Assignment1/FrameResource.h

```
graph TD; A["D:/T163-Term6/Hooman<br>-Engine/Assignment2/GameEngine<br>Development2_Assignment1/GameEngine<br>Development2_Assignment1/FrameResource.h"] --> B["../../Common/d3dUtil.h"]; A --> C["../../Common/MathHelper.h"]; A --> D["../../Common/UploadBuffer.h"];
```

../../Common/d3dUtil.h

../../Common/MathHelper.h

../../Common/UploadBuffer.h