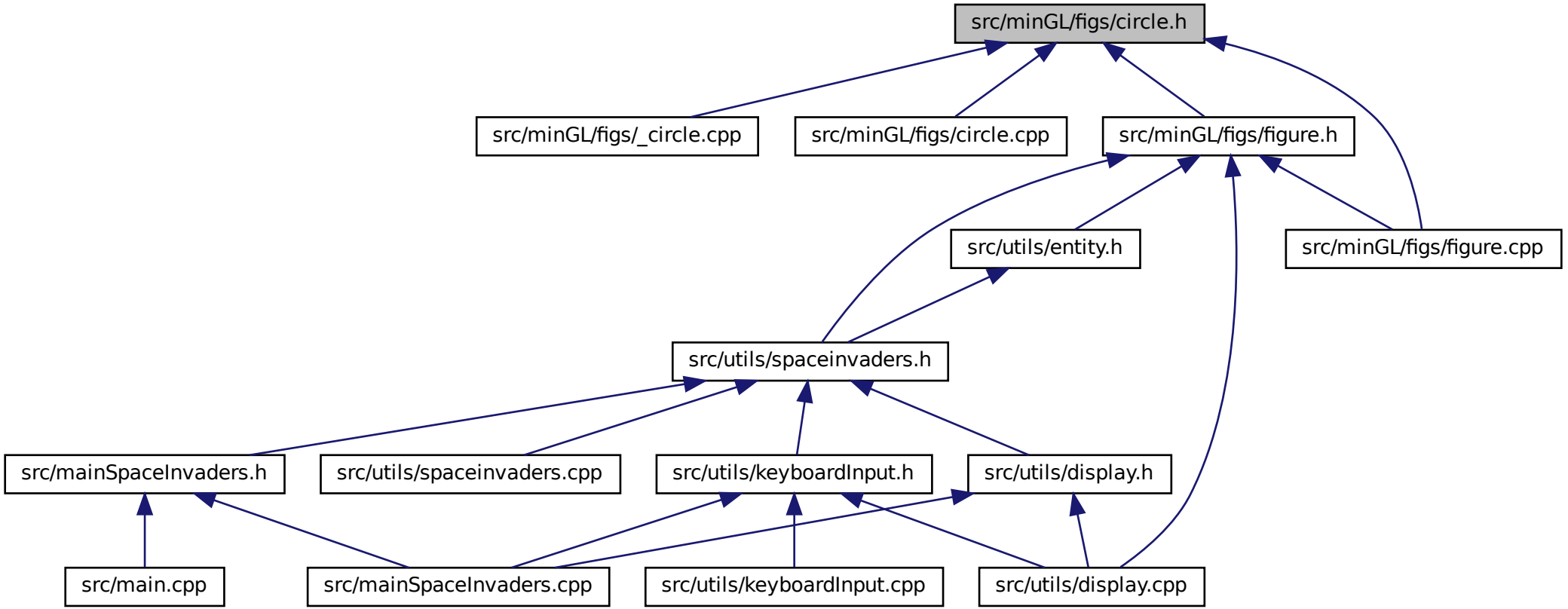
src/minGL/figs/circle.h
src/minGL/figs/_circle.cpp
src/minGL/figs/circle.cpp
src/minGL/figs/figure.h
src/utils/entity.h
src/minGL/figs/figure.cpp
src/utils/spaceinvaders.h
src/mainSpaceInvaders.h
src/utils/spaceinvaders.cpp
src/utils/keyboardInput.h
src/utils/display.h
src/main.cpp
src/mainSpaceInvaders.cpp
src/utils/keyboardInput.cpp
src/utils/display.cpp