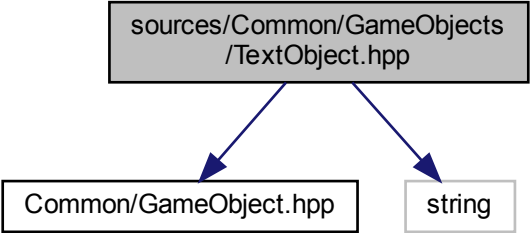


sources/Common/GameObjects
/TextObject.hpp



```
graph TD; A[sources/Common/GameObjects/TextObject.hpp] --> B[Common/GameObject.hpp]; A --> C[string];
```

The diagram illustrates the dependencies of the file `sources/Common/GameObjects/TextObject.hpp`. It is represented by a grey rectangular box at the top. Two blue arrows originate from the bottom of this box. The left arrow points to a white rectangular box labeled `Common/GameObject.hpp`. The right arrow points to a light grey rectangular box labeled `string`.

Common/GameObject.hpp

string