

sources/Common/GameObjects
/SpriteObject.hpp



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

The diagram illustrates the include relationships for the file `sources/Common/GameObjects/SpriteObject.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 smaller white rectangular box labeled `string`, which has a thin grey border. This indicates that `SpriteObject.hpp` includes both `Common/GameObject.hpp` and the `string` header.

Common/GameObject.hpp

string