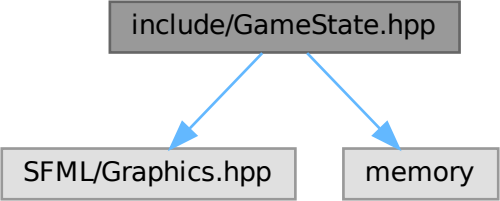


include/GameState.hpp



```
graph TD; A[include/GameState.hpp] --> B[SFML/Graphics.hpp]; A --> C[memory];
```

SFML/Graphics.hpp

memory