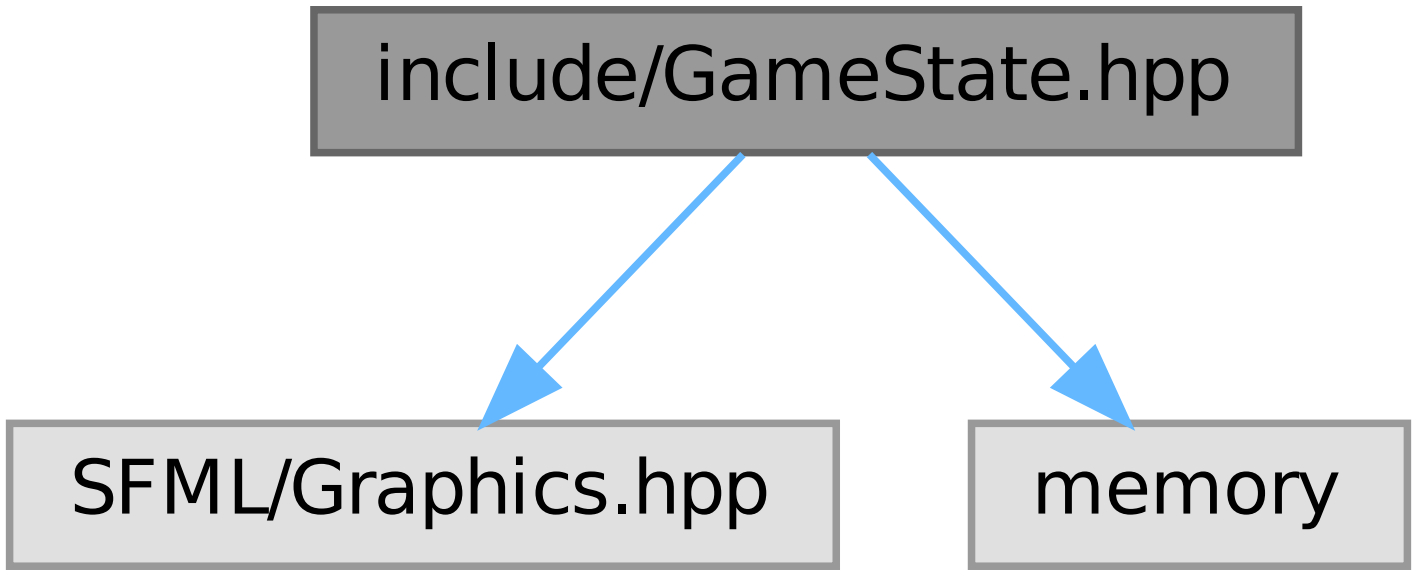
include/GameState.hpp
SFML/Graphics.hpp
memory