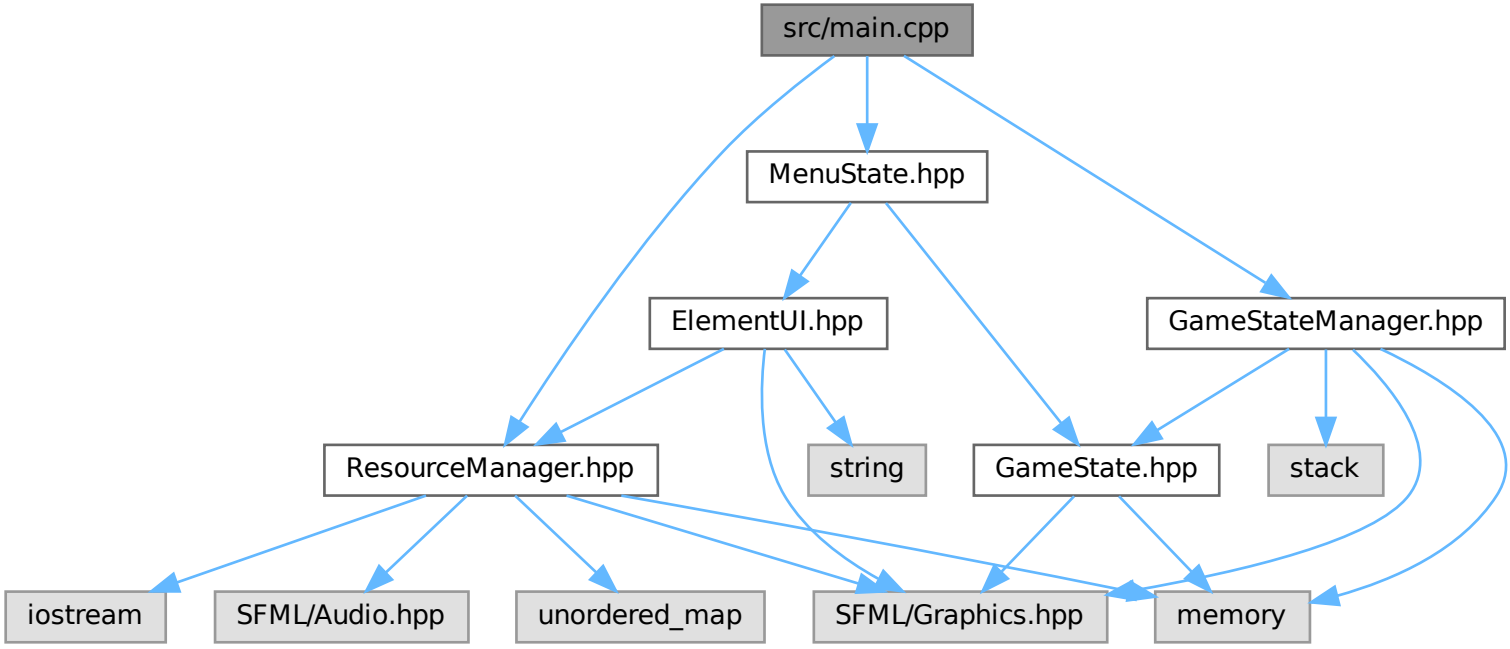
src/main.cpp
MenuState.hpp
ElementUI.hpp
GameStateManager.hpp
ResourceManager.hpp
string
GameState.hpp
stack
iostream
SFML/Audio.hpp
unordered_map
SFML/Graphics.hpp
memory