

D:/UNrealProjects/Battl
_Box_Project/Plugins/Battle
_Box/Source/Battle_Box/Public
/Battle_Box_Character.h

```
graph TD; A["D:/UNrealProjects/Battl  
_Box_Project/Plugins/Battle  
_Box/Source/Battle_Box/Public  
/Battle_Box_Character.h"] --> B["CoreMinimal.h"]; A --> C["GameFramework/Character.h"]; A --> D["Battle_Box_Character.generated.h"];
```

CoreMinimal.h

GameFramework/Character.h

Battle_Box_Character.generated.h