

BB_Runtime_System/Private
/SystemClasses/EffectSystem.h

```
graph TD; A["BB_Runtime_System/Private /SystemClasses/EffectSystem.h"] --> B["BaseSystem.h"]; A --> C["Containers/Array.h"]; B --> D["../Battle_Box/Private /Debugger.h"];
```

BaseSystem.h

Containers/Array.h

../Battle_Box/Private
/Debugger.h