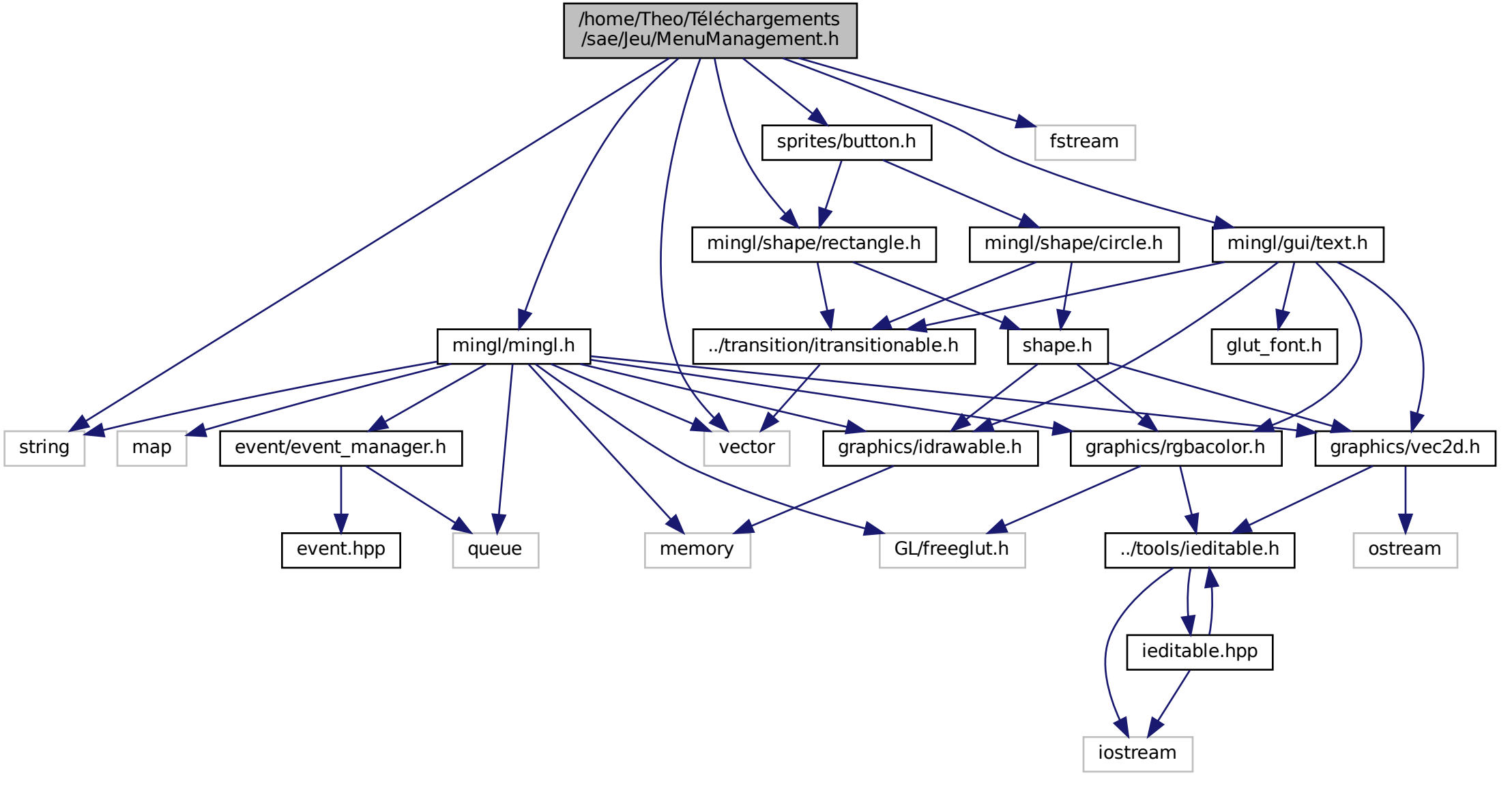
/home/Theo/Téléchargements/sae/Jeu/MenuManagement.h
sprites/button.h
fstream
mingl/shape/rectangle.h
mingl/shape/circle.h
mingl/gui/text.h
mingl/mingl.h
../transition/itransitionable.h
shape.h
glut_font.h
string
map
event/event_manager.h
vector
graphics/idrawable.h
graphics/rgbacolor.h
graphics/vec2d.h
event.hpp
queue
memory
GL/freeglut.h
../tools/ieditable.h
ostream
ieditable.hpp
iostream