

C:/Users/hera/Desktop
/Req1630/Hulien/Hulien
/SourceCode/GameObject
/STG/Character/Enemy/STGEnemyFactory
/STGEnemyFactory.h



```
graph TD; A[C:/Users/hera/Desktop  
/Req1630/Hulien/Hulien  
/SourceCode/GameObject  
/STG/Character/Enemy/STGEnemyFactory  
/STGEnemyFactory.h] --> B[memory]; A --> C[vector];
```

memory

vector