

C:/Users/hera/Desktop
/Req1630/Hulien/Hulien
/SourceCode/GameObject
/STG/Character/Player/STGPlayer.h

```
graph BT; A["C:/Users/hera/Desktop<br/>/Req1630/Hulien/Hulien<br/>/SourceCode/GameObject<br/>/STG/Character/Player/STGPlayer.cpp"] --> C["C:/Users/hera/Desktop<br/>/Req1630/Hulien/Hulien<br/>/SourceCode/GameObject<br/>/STG/Character/Player/STGPlayer.h"]; B["C:/Users/hera/Desktop<br/>/Req1630/Hulien/Hulien<br/>/SourceCode/GameObject<br/>/STG/STGManager/STGManager.cpp"] --> C;
```

C:/Users/hera/Desktop
/Req1630/Hulien/Hulien
/SourceCode/GameObject
/STG/Character/Player/STGPlayer.cpp

C:/Users/hera/Desktop
/Req1630/Hulien/Hulien
/SourceCode/GameObject
/STG/STGManager/STGManager.cpp