

game/include/model  
/Event.h

```
graph TD; A["game/include/model/Event.h"] --> B["chrono"]; A --> C["ctime"]; A --> D["string"];
```

A diagram showing a header file at the top with three arrows pointing down to three separate files. The header file is labeled 'game/include/model /Event.h'. The three files below are labeled 'chrono', 'ctime', and 'string'.

chrono

ctime

string