

Nos_fichiers/stateManager.cpp



```
graph BT; A[Nos_fichiers/game2d.cpp] --> B[Nos_fichiers/stateManager.cpp];
```

A diagram showing a dependency between two C++ files. A white box at the bottom contains the text 'Nos_fichiers/game2d.cpp'. A blue arrow points vertically upwards from the top center of this box to the bottom center of a gray box above it. The gray box contains the text 'Nos_fichiers/stateManager.cpp'.

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