

virus.h



```
graph BT; game1scene.h --> virus.h
```

A diagram illustrating a file dependency. At the bottom is a white rectangular box with a black border containing the text 'game1scene.h'. A blue arrow points vertically upwards from the top center of this box to the bottom center of a gray rectangular box with a black border at the top, which contains the text 'virus.h'.

game1scene.h