

src/game/target.h

```
graph TD; A[src/game/target.h] --> B[position.h]; A --> C[lcom/lcf.h]; B --> C;
```

The diagram illustrates a set of dependencies between three header files. At the top is a grey box labeled 'src/game/target.h'. Below it and to the right is a white box labeled 'position.h'. At the bottom is a white box labeled 'lcom/lcf.h'. A straight blue arrow points from 'src/game/target.h' to 'position.h'. A curved blue arrow points from 'src/game/target.h' to 'lcom/lcf.h'. A straight blue arrow points from 'position.h' to 'lcom/lcf.h'.

position.h

lcom/lcf.h