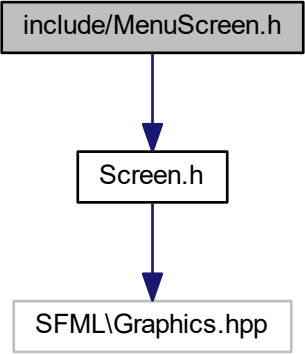


include/MenuScreen.h



```
graph TD; A[include/MenuScreen.h] --> B[Screen.h]; B --> C[SFML\Graphics.hpp];
```

Screen.h

SFML\Graphics.hpp