

include/player.h



```
graph TD; A[include/player.h] --> B[object.h]; A --> C[types.h]; B --> C;
```

The diagram illustrates the include relationships between three header files. At the top is a grey box labeled 'include/player.h'. Below it to the right is a white box labeled 'object.h'. At the bottom is a white box labeled 'types.h'. A blue arrow points from 'include/player.h' to 'object.h'. Another blue arrow points from 'include/player.h' to 'types.h'. A third blue arrow points from 'object.h' to 'types.h'.

object.h

types.h