

D:/Users/tom/Documents
/Visual Studio 2013/Projects
/Revelatorframework/Revelatorframework
/GameFactory.hpp

```
graph BT; A["D:/Users/tom/Documents<br>/Visual Studio 2013/Projects<br>/Revelatorframework/Revelatorframework<br>/GameFactory.cpp"] --> C["D:/Users/tom/Documents<br>/Visual Studio 2013/Projects<br>/Revelatorframework/Revelatorframework<br>/GameFactory.hpp"]; B["D:/Users/tom/Documents<br>/Visual Studio 2013/Projects<br>/Revelatorframework/Revelatorframework<br>/main.cpp"] --> C;
```

The diagram illustrates a dependency relationship between three files in a project. At the top is a grey-shaded box representing the header file `GameFactory.hpp`. Below it are two white boxes representing source files: `GameFactory.cpp` on the left and `main.cpp` on the right. Blue arrows point from each source file box up to the header file box, indicating that both source files include or depend on the header file.

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/GameFactory.cpp

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/main.cpp