

Items/CoolItemDecorator.h

```
graph BT; A[Core/SessionGameMode.cpp] --> B[Items/CoolItemDecorator.h]; C[Items/CoolItemDecorator.cpp] --> B;
```

The diagram illustrates the relationship between three source files. At the top is a header file, 'Items/CoolItemDecorator.h', which is shaded gray. Below it are two source files: 'Core/SessionGameMode.cpp' on the left and 'Items/CoolItemDecorator.cpp' on the right. Both source files have blue arrows pointing upwards to the header file, indicating that they include the header.

Core/SessionGameMode.cpp

Items/CoolItemDecorator.cpp