

AI/Strategy/FiniteEnemyCreation.h

```
graph BT; A[AI/Strategy/FiniteEnemyCreation.cpp] --> B[AI/Strategy/FiniteEnemyCreation.h]; C[Core/SessionGameMode.cpp] --> B;
```

The diagram illustrates a header file dependency. At the top is a gray box representing the header file 'AI/Strategy/FiniteEnemyCreation.h'. Below it are two white boxes representing source files: 'AI/Strategy/FiniteEnemyCreation.cpp' on the left and 'Core/SessionGameMode.cpp' on the right. Two blue arrows point from the source files up to the header file, indicating that both source files include this header.

AI/Strategy/FiniteEnemyCreation.cpp

Core/SessionGameMode.cpp