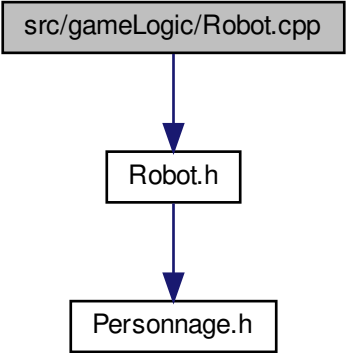


src/gameLogic/Robot.cpp



```
graph TD; A[src/gameLogic/Robot.cpp] --> B[Robot.h]; B --> C[Personnage.h];
```

Robot.h

Personnage.h