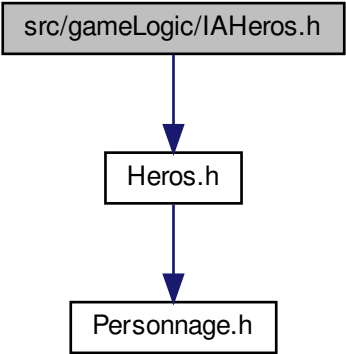


src/gameLogic/IAHeros.h



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

Heros.h

Personnage.h