

gameLogic/map/map.hh



```
graph TD; A[gameLogic/map/map.hh] --> B[vector]; A --> C[tiles/tile.hh]
```

The diagram illustrates a header file dependency. At the top, a gray box contains the text 'gameLogic/map/map.hh'. Two blue arrows originate from the bottom center of this box. The left arrow points to a white box with a gray border containing the text 'vector'. The right arrow points to a white box with a black border containing the text 'tiles/tile.hh'.

vector

tiles/tile.hh