

GameOver.h



```
graph BT; Model_h[Model.h] --> GameOver_h[GameOver.h];
```

The diagram illustrates a header file dependency. At the bottom, a white box with a red border contains the text 'Model.h'. A blue arrow points vertically upwards from the top center of this box to the bottom center of a gray box with a black border at the top, which contains the text 'GameOver.h'.

Model.h