

PlayerSensor.h



```
graph BT; LS[LevelStorage.h] --> PS[PlayerSensor.h]
```

A diagram illustrating a dependency between two header files. At the top is a gray rectangular box labeled "PlayerSensor.h". Below it is a white rectangular box labeled "LevelStorage.h", which is outlined with a red border. A blue arrow points vertically from the top of the "LevelStorage.h" box to the bottom of the "PlayerSensor.h" box, indicating that "LevelStorage.h" depends on "PlayerSensor.h".

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