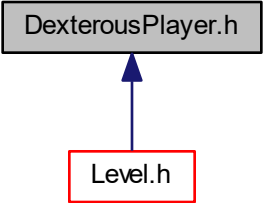


DexterousPlayer.h



```
graph BT; Level.h --> DexterousPlayer.h
```

The diagram illustrates a dependency between two header files. At the top is a gray rectangular box labeled 'DexterousPlayer.h'. Below it is a white rectangular box labeled 'Level.h' with a red border. A blue arrow points vertically from the top of the 'Level.h' box to the bottom of the 'DexterousPlayer.h' box, indicating that 'DexterousPlayer.h' depends on 'Level.h'.

Level.h