

GameOver.h



```
graph TD; A[GameOver.h] --> B[AuxiliaryLayer.h];
```

A diagram showing a dependency. A gray box labeled 'GameOver.h' is at the top. A blue arrow points from the bottom center of this box to the top center of a white box labeled 'AuxiliaryLayer.h' below it. The 'AuxiliaryLayer.h' box is outlined with a red border.

AuxiliaryLayer.h