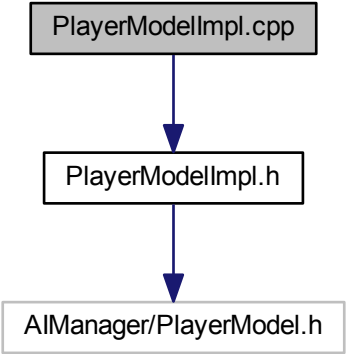


PlayerModelImpl.cpp



```
graph TD; A[PlayerModelImpl.cpp] --> B[PlayerModelImpl.h]; B --> C[AIManager/PlayerModel.h]
```

PlayerModelImpl.h

AIManager/PlayerModel.h