

include/player.h

```
graph TD; A[include/player.h] --> B[inventory.h]; A --> C[types.h]; B --> C;
```

The diagram illustrates the include relationships between three header files. At the top is a grey box labeled 'include/player.h'. Below it to the right is a white box labeled 'inventory.h'. At the bottom is a white box labeled 'types.h'. A straight blue arrow points from 'include/player.h' to 'inventory.h'. A curved blue arrow points from 'include/player.h' to 'types.h'. A straight blue arrow points from 'inventory.h' to 'types.h'.

inventory.h

types.h