

include/player.h

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

A diagram illustrating header file dependencies. At the top is a box labeled 'include/player.h'. Two arrows originate from its bottom edge: one points diagonally down and to the right to a box labeled 'inventory.h', and the other points diagonally down and to the left to a box labeled 'types.h'. A third arrow originates from the bottom edge of the 'inventory.h' box and points diagonally down and to the left to the 'types.h' box. All boxes have black borders, and the arrows are dark blue.

inventory.h

types.h