

include/EnvironmentAndRigidBody.h

```
graph TD; A[include/EnvironmentAndRigidBody.h] --> B[ngl/Vector.h]; A --> C[vector]; A --> D[ngl/Obj.h]; A --> E[ngl/Colour.h]; A --> A;
```

ngl/Vector.h

vector

ngl/Obj.h

ngl/Colour.h