

mecanismeJeu.h

```
graph TD; A[mecanismeJeu.h] --> B[stdio.h]; A --> C[time.h]; A --> D[unistd.h];
```

A diagram illustrating the dependencies of the header file `mecanismeJeu.h`. The header file is shown in a grey box at the top. Three blue arrows point downwards from it to three white boxes below, representing the files it depends on: `stdio.h`, `time.h`, and `unistd.h`.

stdio.h

time.h

unistd.h