

include/gameegen.hpp

```
graph TD; A[include/gameegen.hpp] --> B[memory]; A --> C[random]; A --> D[vector];
```

A diagram illustrating a C++ header file's dependencies. At the top, a gray rectangular box contains the text 'include/gameegen.hpp'. Three blue arrows originate from the bottom edge of this box and point downwards to three separate white rectangular boxes arranged horizontally below it. The leftmost box contains the text 'memory', the middle box contains 'random', and the rightmost box contains 'vector'. This visualizes that the 'gameegen.hpp' header file includes the 'memory', 'random', and 'vector' standard library headers.

memory

random

vector