

Logic/Include/IGameEngine.hpp

```
graph BT; A[GUI/Include/GameScreen.hpp] --> C[Logic/Include/IGameEngine.hpp]; B[GUI/Include/InputController.hpp] --> C;
```

The diagram illustrates the include relationships between three header files. At the top is a grey box labeled 'Logic/Include/IGameEngine.hpp'. Below it are two white boxes: 'GUI/Include/GameScreen.hpp' on the left and 'GUI/Include/InputController.hpp' on the right. Two blue arrows point from the bottom of each white box to the bottom of the grey box, indicating that both GameScreen and InputController include IGameEngine.

GUI/Include/GameScreen.hpp

GUI/Include/InputController.hpp