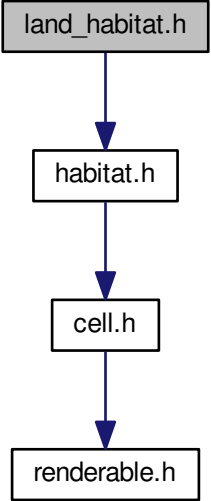


land\_habitat.h



```
graph TD; A[land_habitat.h] --> B[habitat.h]; B --> C[cell.h]; C --> D[renderable.h];
```

habitat.h

cell.h

renderable.h