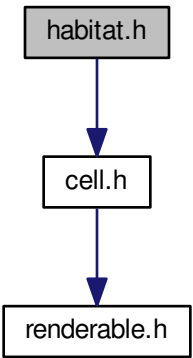


habitat.h



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

cell.h

renderable.h