

lib_sokoban_core/include
/sokoban_core/game_object_id.hpp

```
graph TD; A["lib_sokoban_core/include  
/sokoban_core/game_object_id.hpp"] --> B["string"]; A --> C["memory"];
```

The diagram illustrates the dependencies of the header file `lib_sokoban_core/include/sokoban_core/game_object_id.hpp`. Two blue arrows point from the header file box to two separate boxes below it, labeled `string` and `memory`, indicating that the header file depends on these two components.

string

memory