

Domain/Game/GameInterface.h

```
graph TD; A[Domain/Game/GameInterface.h] --> B[vector]; A --> C[memory];
```

The diagram illustrates a dependency structure. At the top, a gray rectangular box with a black border contains the text "Domain/Game/GameInterface.h". Two blue arrows originate from the bottom center of this box. The left arrow points diagonally down and to the left, terminating at the top center of a white rectangular box with a gray border containing the text "vector". The right arrow points diagonally down and to the right, terminating at the top center of a white rectangular box with a gray border containing the text "memory".

vector

memory