

Domain/Game/GAME_HISTORY
_ENTRY_INTERFACE.h

```
graph TD; A[Domain/Game/GAME_HISTORY_ENTRY_INTERFACE.h] --> B[Asteroids/ForwardDeclarations.h]; A --> C[string];
```

The diagram illustrates the dependencies of the header file `Domain/Game/GAME_HISTORY_ENTRY_INTERFACE.h`. It is represented by a gray rectangular box at the top. Two blue arrows originate from the bottom of this box: one points to the left towards a white box labeled `Asteroids/ForwardDeclarations.h`, and the other points to the right towards a white box labeled `string`. The `string` box has a thin gray border, while the others have black borders.

Asteroids/ForwardDeclarations.h

string