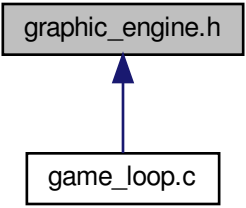


graphic_engine.h



```
graph BT; A[game_loop.c] --> B[graphic_engine.h];
```

A diagram illustrating a file dependency. At the bottom is a white rectangular box with a black border containing the text 'game_loop.c'. A blue arrow points vertically upwards from the top center of this box to the bottom center of a gray rectangular box with a black border at the top, which contains the text 'graphic_engine.h'.

game_loop.c