

src/Server/Zone/Game
/Entities/Skill/Skill.hpp

```
graph BT; A["src/Server/Zone/Game /Entities/Skill/Skill.cpp"] --> B["src/Server/Zone/Game /Entities/Skill/Skill.hpp"]; C["src/Server/Zone/Game /Map/Grid/Notifiers/GridNotifiers.cpp"] --> B;
```

The diagram illustrates a file dependency structure. At the top is a grey box representing a header file: 'src/Server/Zone/Game /Entities/Skill/Skill.hpp'. Below it are two white boxes representing source files. The left box is 'src/Server/Zone/Game /Entities/Skill/Skill.cpp' and the right box is 'src/Server/Zone/Game /Map/Grid/Notifiers/GridNotifiers.cpp'. Two blue arrows point from the bottom of each source file box up to the header file box, indicating that both source files include the header file.

src/Server/Zone/Game
/Entities/Skill/Skill.cpp

src/Server/Zone/Game
/Map/Grid/Notifiers/GridNotifiers.cpp