

src/Server/Zone/Game
/Entities/Creature/Companion
/Homunculus.hpp

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

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

src/Server/Zone/Game
/Entities/Creature/Companion
/Homunculus.cpp

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