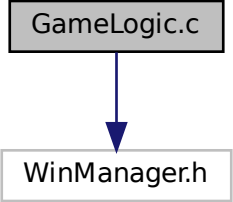


GameLogic.c



```
graph TD; A[GameLogic.c] --> B[WinManager.h]
```

WinManager.h