

C:/Dev/Scarlet/Source
/Scarlet/Core/ScarletGameMode.h

```
graph TD; A["C:/Dev/Scarlet/Source  
/Scarlet/Core/ScarletGameMode.h"] --> B["CoreMinimal.h"]; A --> C["GameFramework/GameModeBase.h"]; A --> D["ScarletGameMode.generated.h"];
```

CoreMinimal.h

GameFramework/GameModeBase.h

ScarletGameMode.generated.h