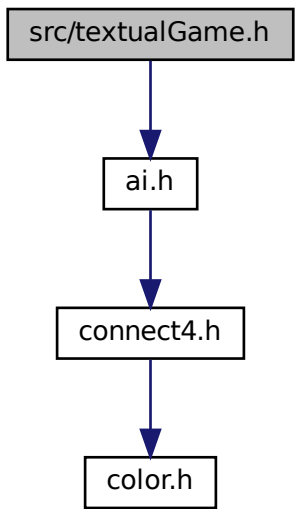


src/textualGame.h



```
graph TD; A[src/textualGame.h] --> B[ai.h]; B --> C[connect4.h]; C --> D[color.h];
```

ai.h

connect4.h

color.h