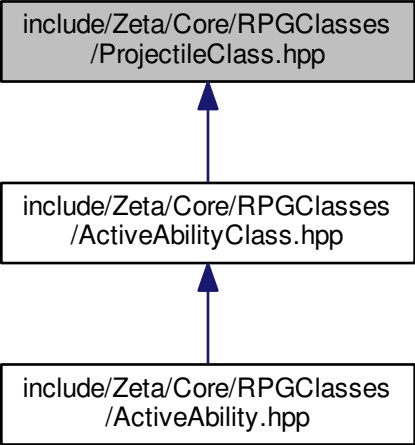


include/Zeta/Core/RPGClasses
/ProjectileClass.hpp



```
graph BT; A["include/Zeta/Core/RPGClasses  
/ActiveAbilityClass.hpp"] --> B["include/Zeta/Core/RPGClasses  
/ProjectileClass.hpp"]; C["include/Zeta/Core/RPGClasses  
/ActiveAbility.hpp"] --> A;
```

The diagram illustrates a vertical stack of three header files with their include dependencies. The top box, which has a gray background, contains the path to ProjectileClass.hpp. A blue arrow points upwards from the middle box to this top box. Another blue arrow points upwards from the bottom box to the middle box. All boxes have a black border and contain text centered within them.

include/Zeta/Core/RPGClasses
/ActiveAbilityClass.hpp

include/Zeta/Core/RPGClasses
/ActiveAbility.hpp