

Constants.h

```
graph TD; A[Constants.h] --> B[SFML/Graphics.hpp]; A --> C[vector];
```

A diagram showing a central box labeled 'Constants.h' at the top. Two blue arrows point downwards from the bottom of this box to two separate boxes below. The left box is labeled 'SFML/Graphics.hpp' and the right box is labeled 'vector'.

SFML/Graphics.hpp

vector