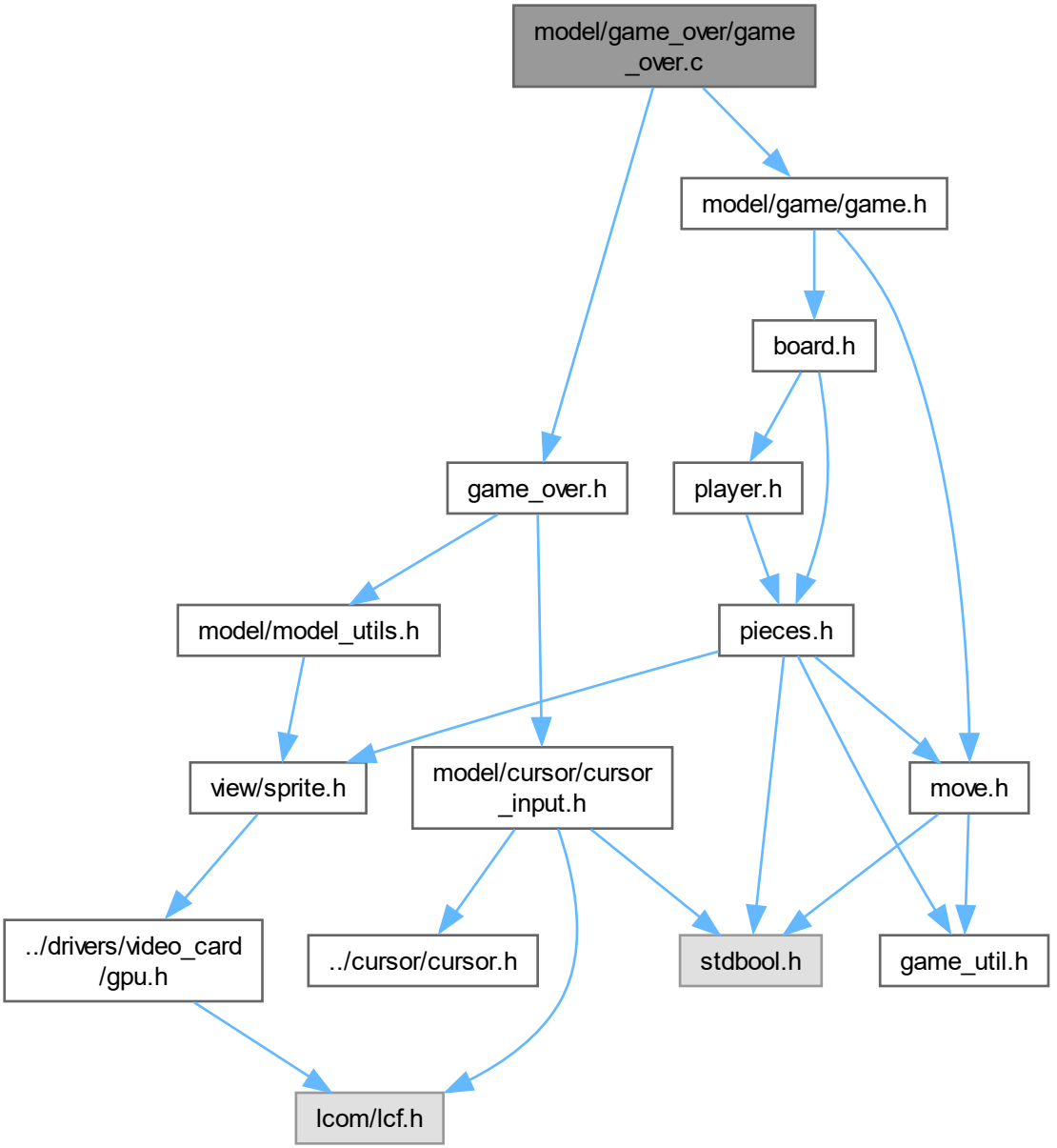
model/game_over/game_over.c
model/game/game.h
board.h
game_over.h
player.h
model/model_utils.h
pieces.h
view/sprite.h
model/cursor/cursor_input.h
move.h
../drivers/video_card/gpu.h
../cursor/cursor.h
stdbool.h
game_util.h
lcom/lcf.h