

GameEngineServer/ServerHeader.h

```
graph TD; A[GameEngineServer/ServerHeader.h] --> B[Source/GameEngineServer.h]; A --> C[Source/GameEngineServerStarter.h];
```

The diagram illustrates a header file hierarchy. At the top is a grey box labeled 'GameEngineServer/ServerHeader.h'. Two blue arrows point downwards from this box to two white boxes below it. The left box is labeled 'Source/GameEngineServer.h' and the right box is labeled 'Source/GameEngineServerStarter.h'.

Source/GameEngineServer.h

Source/GameEngineServerStarter.h