

include/model/GameConstants.h

```
graph TD; A[include/model/GameConstants.h] --> B[vector]; A --> C[string];
```

A diagram illustrating a C++ header file's dependencies. At the top, a gray rectangular box with a black border contains the text 'include/model/GameConstants.h'. Two blue arrows originate from the bottom center of this box and point downwards to two separate white rectangular boxes with gray borders. The left box contains the text 'vector' and the right box contains the text 'string', indicating that the header file includes these two standard library components.

vector

string