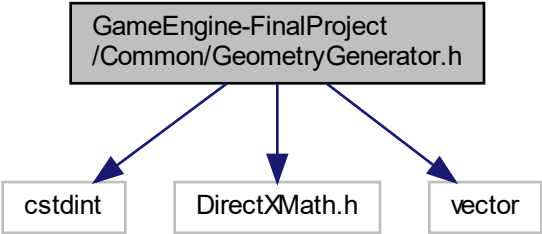


GameEngine-FinalProject  
/Common/GeometryGenerator.h



```
graph TD; A["GameEngine-FinalProject  
/Common/GeometryGenerator.h"] --> B["cstdint"]; A --> C["DirectXMath.h"]; A --> D["vector"];
```

The diagram illustrates the dependencies of the file `GameEngine-FinalProject/Common/GeometryGenerator.h`. It is represented by a grey rectangular box at the top. Three blue arrows originate from the bottom of this box and point to three separate white rectangular boxes below it. These boxes are labeled `cstdint`, `DirectXMath.h`, and `vector` from left to right, indicating that the header file depends on these three components.

`cstdint`

`DirectXMath.h`

`vector`