

GameEngineDevelopment2_Assignment1

GameEngine-FinalProject

17

Common

```
graph TD; A[GameEngineDevelopment2_Assignment1] -- 17 --> B[Common];
```

The diagram illustrates a dependency within a project structure. A light blue rectangular container holds two main components. On the left, a white box with a red border is labeled 'GameEngineDevelopment2_Assignment1'. Below this box, a black arrow points downwards to a smaller white box labeled 'Common'. The number '17' is positioned to the left of the arrow's shaft. To the right of the 'GameEngineDevelopment2_Assignment1' box, the text 'GameEngine-FinalProject' is displayed. The entire scene is set against a light blue background.