

Source/QuadSimCore
/Public/Utility/ObstacleManager.h

```
graph TD; A[Source/QuadSimCore/Public/Utility/ObstacleManager.h] --> B[CoreMinimal.h]; A --> C[GameFramework/Actor.h]; A --> D[ObstacleManager.generated.h];
```

CoreMinimal.h

GameFramework/Actor.h

ObstacleManager.generated.h