

Shields/IronShield.cpp

```
graph BT; Gamecpp[Game.cpp] --> headerhpp[header.hpp]; headerhpp --> Shields_hpp[Shields.hpp]; Shields_hpp --> IronShieldcpp[Shields/IronShield.cpp]; style IronShieldcpp fill:#d3d3d3
```

Shields.hpp

header.hpp

Game.cpp