

MonsterFactory.cpp

```
graph BT; Gamecpp[Game.cpp] --> headerhpp[header.hpp]; headerhpp --> MonsterFactorycpp[MonsterFactory.cpp];
```

The diagram illustrates a vertical dependency structure. At the bottom is a box labeled 'Game.cpp'. A blue arrow points upwards from 'Game.cpp' to a middle box labeled 'header.hpp'. Another blue arrow points upwards from 'header.hpp' to the top box, which is labeled 'MonsterFactory.cpp' and has a gray background. All boxes have black borders.

header.hpp

Game.cpp