src/prog/process/serial_process.c
serial_process.h
../functions/composer.h
collision.h
../process/fechado_process.h
../game_rules/rules.h
../dispositivos/rato/mouse.h
string.h
stdbool.h
../functions/aux_func.h
../dispositivos/rtc/rtc.h
../dispositivos/spi/sp.h
../util.h
../aux_dispositivos.h
rtc_macros.h
grafica/grafica.h
spi/lisa_sp.h
../utils.h
spi/sp_macros.h
sprite.h
../assets/main_menu/main_menu_background.xpm
../assets/main_menu/title.xpm
../assets/main_menu/button_start.xpm
../assets/main_menu/button_start_pressed.xpm
../assets/main_menu/button_exit.xpm
../assets/main_menu/button_exit_pressed.xpm
../assets/main_menu/button_multi.xpm
../assets/main_menu/button_multi_pressed.xpm
../assets/connection/main_menu_connection.xpm
../assets/connection/button_cancel.xpm
../assets/connection/button_cancel_selected.xpm
../assets/connection/main_menu_invited.xpm
../assets/connection/button_accept.xpm
../assets/connection/button_accept_selected.xpm
../assets/connection/button_decline.xpm
../assets/connection/button_decline_selected.xpm
../assets/game_table/table_top.xpm
../assets/game_table/score_board.xpm
../assets/game/menu_pausa.xpm
../assets/game/butao_resume.xpm
../assets/game/butao_resume_selected.xpm
../assets/game/butao_restart.xpm
../assets/game/butao_restart_selected.xpm
../assets/game/round_end.xpm
../assets/game/round_end_red.xpm
../assets/game/round_end_blue.xpm
../assets/cards/back_1.xpm
../assets/cards/back_2.xpm
../assets/pikachu.xpm
lcom/lcf.h