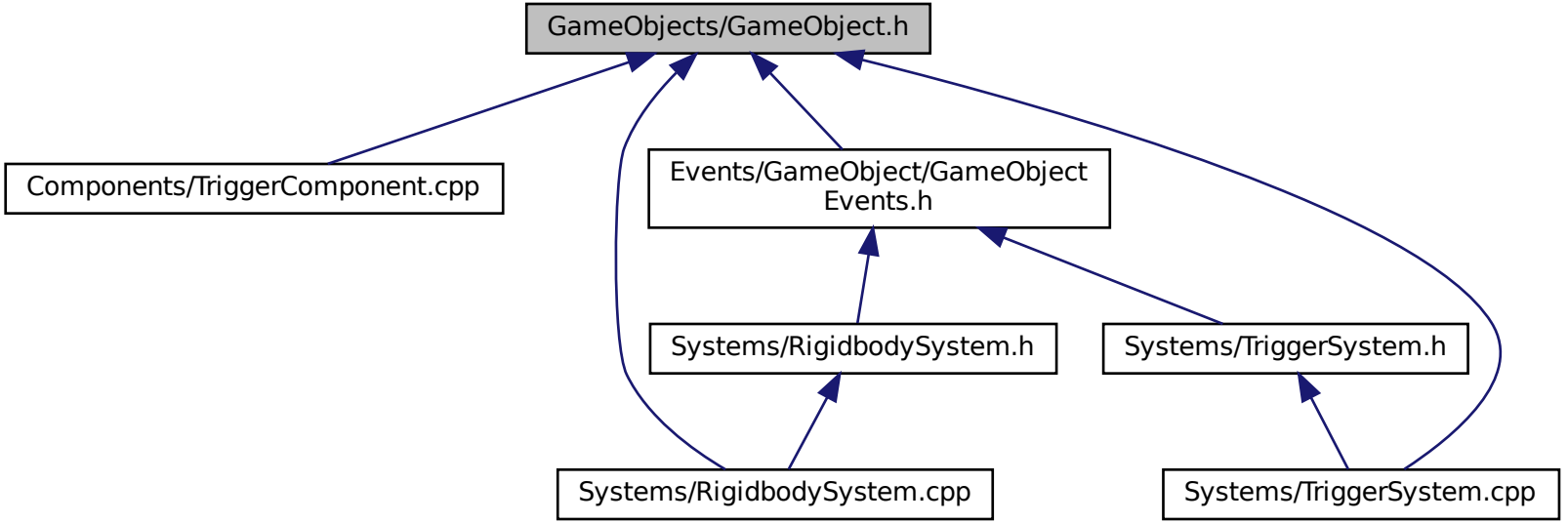
GameObjects/GameObject.h
Components/TriggerComponent.cpp
Events/GameObject/GameObject Events.h
Systems/RigidbodySystem.h
Systems/TriggerSystem.h
Systems/RigidbodySystem.cpp
Systems/TriggerSystem.cpp