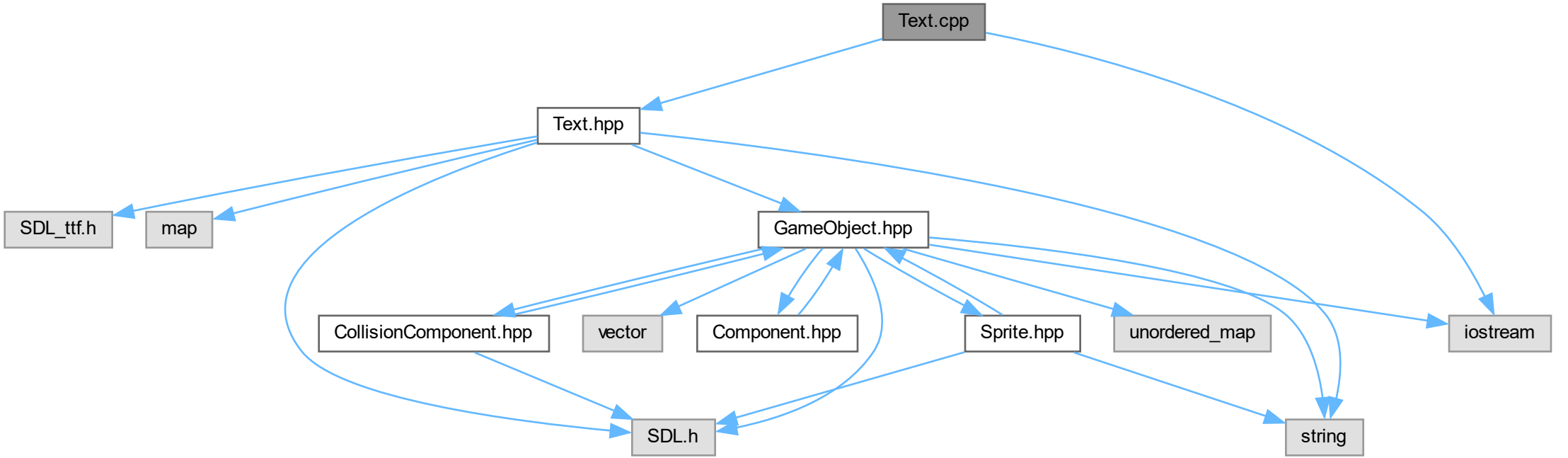
Text.cpp
Text.hpp
SDL_ttf.h
map
GameObject.hpp
CollisionComponent.hpp
vector
Component.hpp
Sprite.hpp
unordered_map
iostream
SDL.h
string