

include/Animation.h

```
graph TD; A[include/Animation.h] --> B[SFML/Graphics.hpp]; A --> C[vector];
```

A diagram illustrating the dependencies of the file `include/Animation.h`. The file is shown in a grey box at the top. Two blue arrows point downwards from its bottom edge to two white boxes below. The left arrow points to a box containing `SFML/Graphics.hpp`, and the right arrow points to a box containing `vector`.

SFML/Graphics.hpp

vector