

engine/framework/include  
/2XD2/framework/resource  
\_manager/Fonts.h

```
graph TD; A["engine/framework/include  
/2XD2/framework/resource  
_manager/Fonts.h"] --> B["IFontManager.h"]; A --> C["Resources.h"]; B --> D["SFML/Graphics/Font.hpp"]
```

IFontManager.h

Resources.h

SFML/Graphics/Font.hpp