

engine/framework/include  
/2XD2/framework/collisions  
/ICollisionHandler.h

```
graph TD; A["engine/framework/include  
/2XD2/framework/collisions  
/ICollisionHandler.h"] --> B["ICollisionBody.h"]; B --> C["Collisions.h"]; C --> D["string"];
```

ICollisionBody.h

Collisions.h

string