

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

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

The diagram consists of three rectangular boxes arranged vertically, connected by blue arrows pointing downwards. The top box is dark gray and contains a file path. The middle box is white with a black border and contains the filename. The bottom box is light gray and contains a string. The arrows indicate a flow or dependency from the path to the file, and from the file to the string.

Collisions.h

string