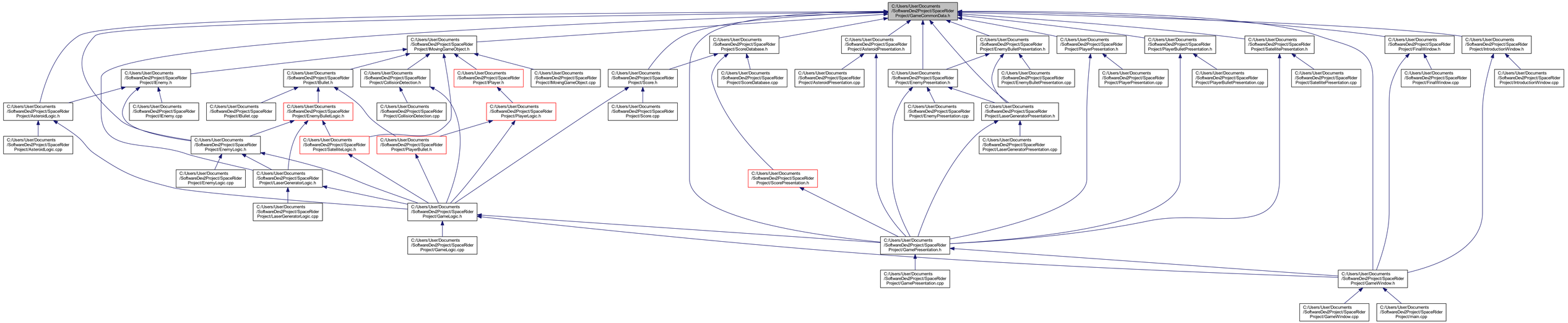
C:/Users/User/Documents/SoftwareDev2Project/SpaceRider Project/GameCommonData.h
C:/Users/User/Documents/SoftwareDev2Project/SpaceRider Project/MovingGameObject.h
C:/Users/User/Documents/SoftwareDev2Project/SpaceRider Project/ScoreDatabase.h
C:/Users/User/Documents/SoftwareDev2Project/SpaceRider Project/AsteroidPresentation.h
C:/Users/User/Documents/SoftwareDev2Project/SpaceRider Project/EnemyBulletPresentation.h
C:/Users/User/Documents/SoftwareDev2Project/SpaceRider Project/PlayerPresentation.h
C:/Users/User/Documents/SoftwareDev2Project/SpaceRider Project/PlayerBulletPresentation.h
C:/Users/User/Documents/SoftwareDev2Project/SpaceRider Project/SatellitePresentation.h
C:/Users/User/Documents/SoftwareDev2Project/SpaceRider Project/FinalWindow.h
C:/Users/User/Documents/SoftwareDev2Project/SpaceRider Project/IntroductionWindow.h
C:/Users/User/Documents/SoftwareDev2Project/SpaceRider Project/IEnemy.h
C:/Users/User/Documents/SoftwareDev2Project/SpaceRider Project/IBullet.h
C:/Users/User/Documents/SoftwareDev2Project/SpaceRider Project/CollisionDetection.h
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C:/Users/User/Documents/SoftwareDev2Project/SpaceRider Project/IntroductionWindow.cpp
C:/Users/User/Documents/SoftwareDev2Project/SpaceRider Project/AsteroidLogic.h
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