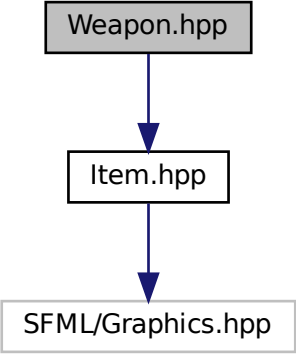


Weapon.hpp



```
graph TD; A[Weapon.hpp] --> B[Item.hpp]; B --> C[SFML/Graphics.hpp];
```

Item.hpp

SFML/Graphics.hpp