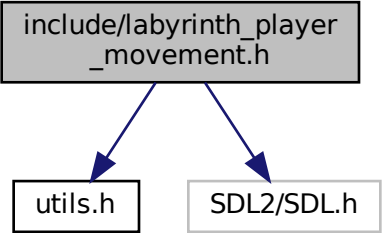


include/labyrinth\_player  
\_movement.h



```
graph TD; A[include/labyrinth_player_movement.h] --> B[utils.h]; A --> C[SDL2/SDL.h];
```

The diagram illustrates a header file dependency. At the top, a gray box contains the text 'include/labyrinth\_player\_movement.h'. Two blue arrows point downwards from the bottom of this box to two separate white boxes below. The left box contains 'utils.h' and the right box contains 'SDL2/SDL.h'.

utils.h

SDL2/SDL.h