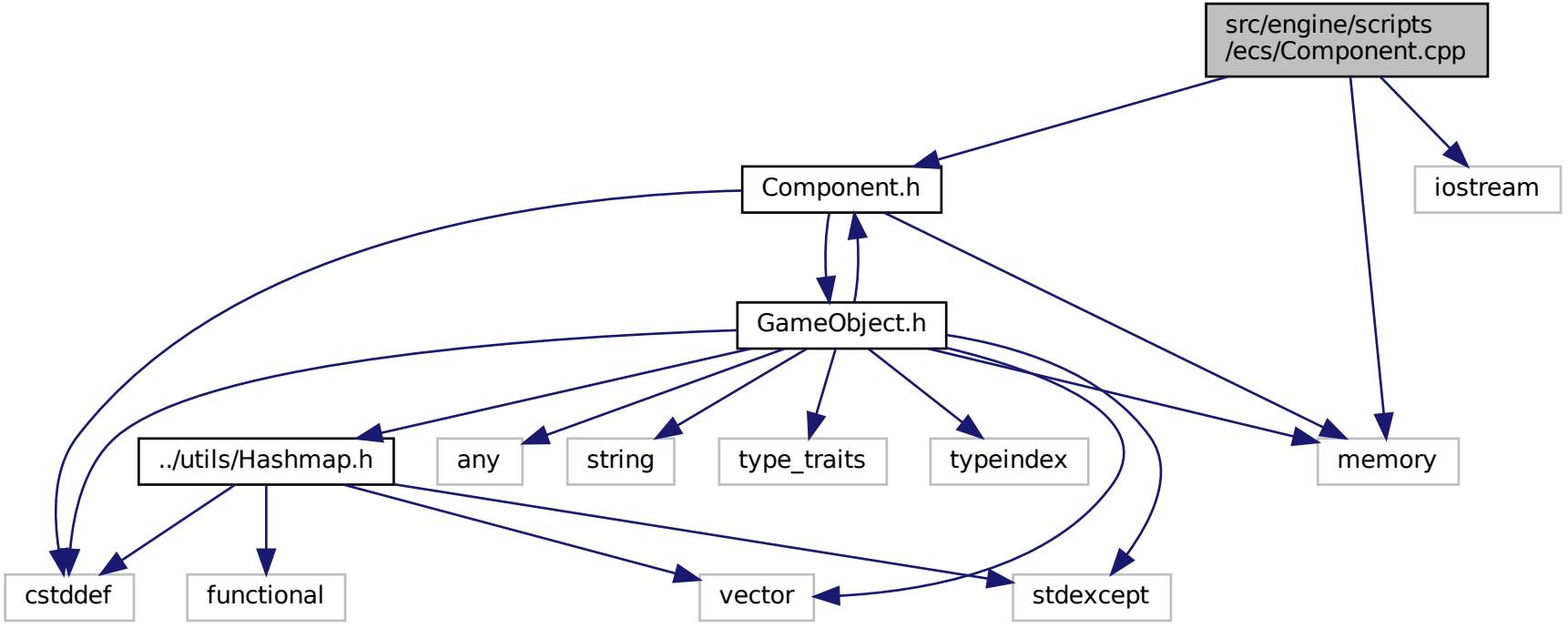
src/engine/scripts
/ecs/Component.cpp
Component.h
iostream
GameObject.h
../utils/Hashmap.h
any
string
type_traits
typeindex
memory
cstddef
functional
vector
stdexcept