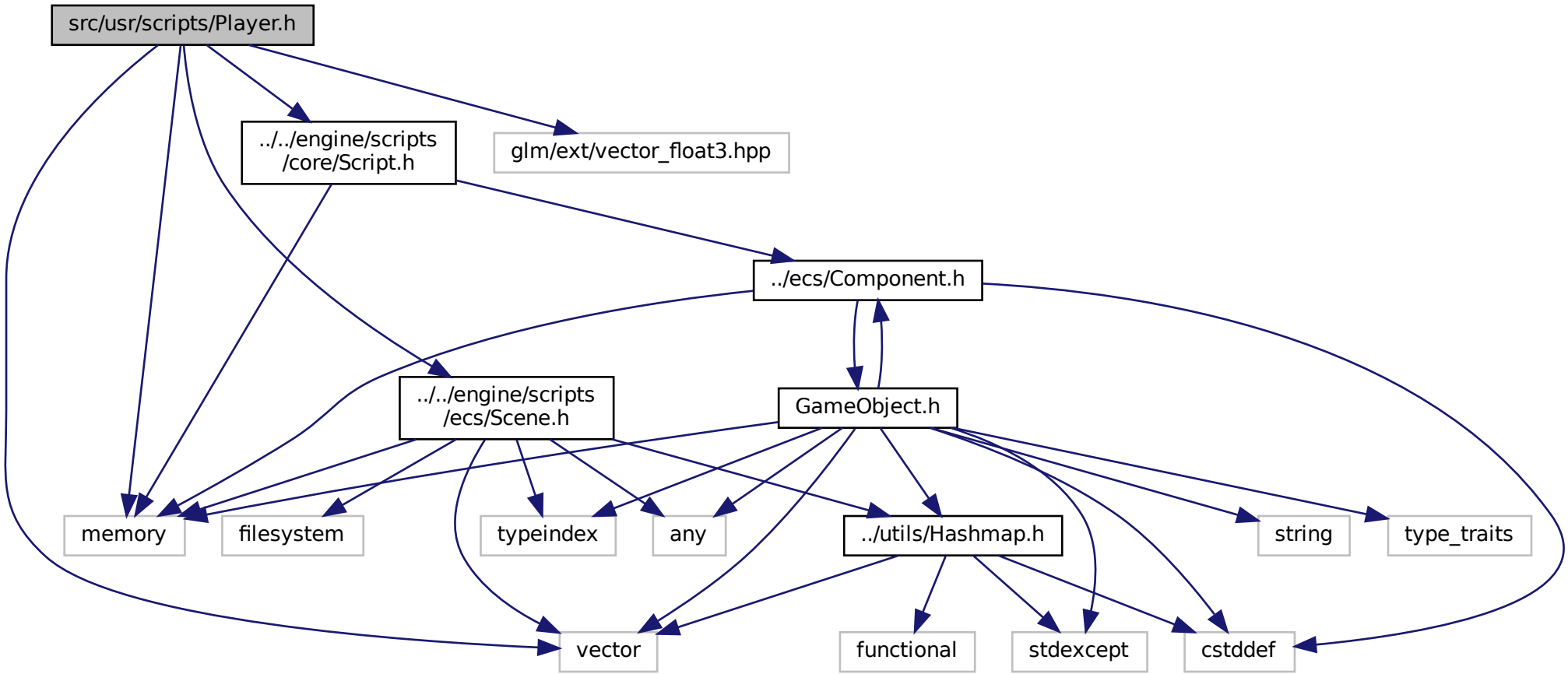
src/usr/scripts/Player.h
../../engine/scripts
/core/Script.h
glm/ext/vector_float3.hpp
../ecs/Component.h
../../engine/scripts
/ecs/Scene.h
GameObject.h
memory
filesystem
typeindex
any
../utils/Hashmap.h
string
type_traits
vector
functional
stdexcept
cstddef