

/home/zZelman/Dropbox
/Marshmallow-Duels/src
/Headers/include_sfml.h

```
graph TD; A["/home/zZelman/Dropbox  
/Marshmallow-Duels/src  
/Headers/include_sfml.h"] --> B["SFML/Window.hpp"]; A --> C["SFML/Graphics.hpp"]; A --> D["SFML/Audio.hpp"];
```

The diagram illustrates the include paths for SFML headers. A central box at the top contains the base path: /home/zZelman/Dropbox /Marshmallow-Duels/src /Headers/include_sfml.h. Three arrows point from this box to three separate boxes below, each representing a specific SFML header file.

SFML/Window.hpp

SFML/Graphics.hpp

SFML/Audio.hpp