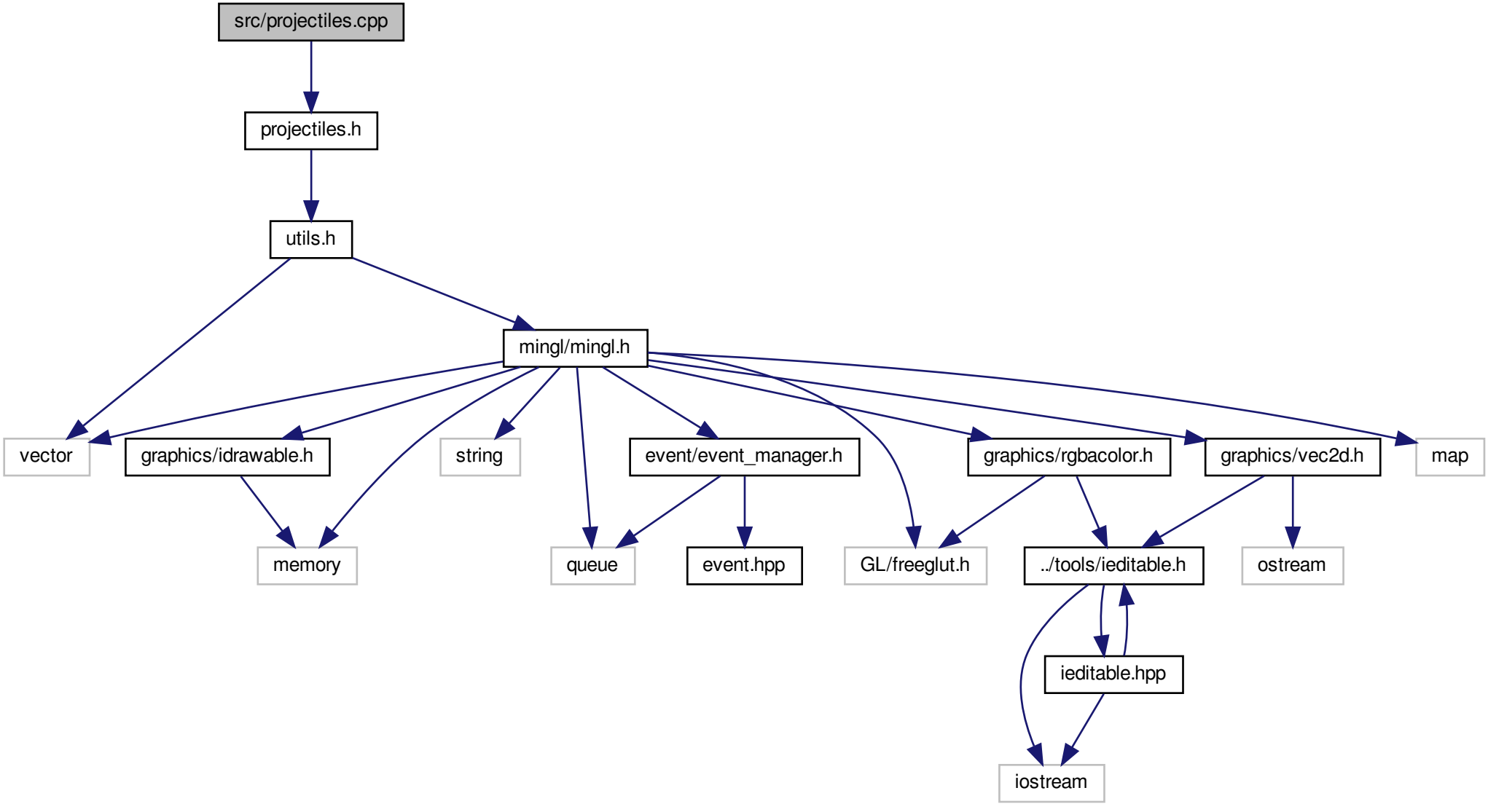
src/projectiles.cpp
projectiles.h
utils.h
mingl/mingl.h
vector
graphics/idrawable.h
string
event/event_manager.h
graphics/rgbacolor.h
graphics/vec2d.h
map
memory
queue
event.hpp
GL/freeglut.h
../tools/ieditable.h
ostream
ieditable.hpp
iostream