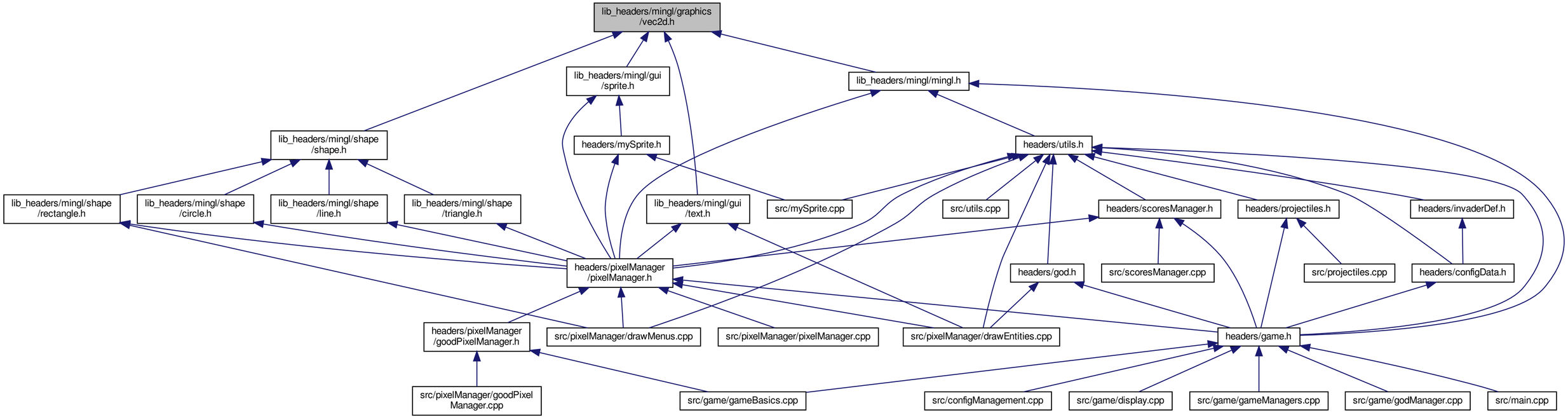
lib_headers/mingl/graphics/vec2d.h
lib_headers/mingl/gui/sprite.h
lib_headers/mingl/mingl.h
lib_headers/mingl/shape/shape.h
headers/mySprite.h
headers/utils.h
lib_headers/mingl/shape/rectangle.h
lib_headers/mingl/shape/circle.h
lib_headers/mingl/shape/line.h
lib_headers/mingl/shape/triangle.h
lib_headers/mingl/gui/text.h
src/mySprite.cpp
src/utils.cpp
headers/scoresManager.h
headers/projectiles.h
headers/invaderDef.h
headers/pixelManager/pixelManager.h
headers/god.h
src/scoresManager.cpp
src/projectiles.cpp
headers/configData.h
headers/pixelManager/goodPixelManager.h
src/pixelManager/drawMenus.cpp
src/pixelManager/pixelManager.cpp
src/pixelManager/drawEntities.cpp
headers/game.h
src/pixelManager/goodPixelManager.cpp
src/game/gameBasics.cpp
src/configManagement.cpp
src/game/display.cpp
src/game/gameManagers.cpp
src/game/godManager.cpp
src/main.cpp