

Allowed SFML Objects and their functions:

- `RenderWindow`
Functions: `display`, `clear`, `draw`, `close`
- `Sprite`
Functions: `setTexture`, `setScale`, `setPosition`, `move`, `setTextureRect(IntRect())`
- `Texture`
Functions: `loadFromFile`, `getSize`
- `SoundBuffer`
Functions: `loadFromFile`
- `Sound`
Functions: `setBuffer`, `setVolume`
- `Music`
Functions: `loadFromFile`, `setVolume`, `setLoop`
- `Event`
Functions: `type`

Keyboard input method:

- `Keyboard::isKeyPressed(Keyboard::Right)`