xdc #include <SFML/Graphics.hpp>

#include <iostream>

int windowWidth = 800;

int windowHeight = 1000;

int halfWinHeight = windowHeight/ 2;

int halfWinWidth = windowWidth/2

using namespace sf;

using namespace std;

class platformClass(float xpos, float ypos){

public

float xpos;

float ypos;

float xvel;

float yvel;

platformClass{

xpos = xpos;

ypos = ypos;

}

class playerClass{

public:

bool playerFaceRight;

float xpos;

float ypos;

float xvel;

float yvel;

playerClass(){

playerFaceRight = true;

xpos = 0;

yvel = 0;

xvel = 0;

yvel = 0;

}

}

void update(bool playerUp, bool playerDown, bool playerLeft, bool playerRight) {

if (playerRight) {

playerFaceRight = true;

xvel = 5;

}

if (playerLeft) {

xvel = -5;

}

if (playerDown) {

yvel = 5;

}

if (playerUp) {

yvel = -5;

}

if (!(playerRight || playerLeft)) {

xvel = 0;

}

xpos += xvel;

ypos += yvel;

}

void collide() {

if (xpos > 100) {

xvel = 0;

}

}

};

int main()

{

// Create the main window

sf::RenderWindow app(VideoMode(windowWidth, windowHeight)), "Alt-F4");

bool playerUp, playerDown, playerLeft, playerRight = false;

playerClass playerObject;

font fixedsysFont;

fixedsysFont.loadFromFile("Documents/Alt-F4/8514fix.ttf");

Text helloText("Hello MrGuy!",fixedsysFont, 50 );

Texture snail;

snail.loadFromFile("Documents/Alt-F4/Stress\_Ball.png");

Sprite mrGuy(snail);

// Start the game loop

while (app.isOpen())

{

// Process events

sf::Event event;

while (app.pollEvent(event))

{

// Close window : exit

if (event.type == sf::Event::Closed)

app.close();

}

if (Keyboard::isKeyPressed(Keyboard::Right)) playerRight = true;

if (Keyboard::isKeyPressed(Keyboard::Left)) playerLeft = true;

if (Keyboard::isKeyPressed(Keyboard::Up)) playerUp = true;

if (Keyboard::isKeyPressed(Keyboard::Down)) playerDown = true;

if (!(Keyboard::isKeyPressed(Keyboard::Down))) playerDown = false;

if (!(Keyboard::isKeyPressed(Keyboard::Up))) playerUp = false;

if (!(Keyboard::isKeyPressed(Keyboard))) playerLeft = false;

if (!(Keyboard::isKeyPressed(Keyboard))) playerRight = false;

playerObject.update(playerUp, playerDown, playerLeft, playerRight);

// Clear screen

app.clear();

app.draw(snail);

app.draw(helloText)

snail.move(Vector2f(playerObject.xvel, playerObject.yvel))

// Draw the sprite

// Update the window

app.display();

}

return EXIT\_SUCCESS;

}