```csharp
using SplashKitSDK;

namespace ShapeCalculator
{
    public class Square : Shape
    {
        public double SideLength { get; set; }

        public override double CalculateArea()
        {
            return SideLength * SideLength;
        }

        public override double CalculatePerimeter()
        {
            return 4 * SideLength;
        }

        public override void Draw()
        {
            double enlargedSide = SideLength * 4; // Adjust as needed for
              visibility
            double centerX = (SplashKit.ScreenWidth() - enlargedSide) / 2;
            double centerY = (SplashKit.ScreenHeight() - enlargedSide) / 2;
            SplashKit.FillRectangle(Color, centerX, centerY, enlargedSide,
              enlargedSide);
        }
    }
}
```