

Code 3:

```
#include <iostream>
```

```
Int main() {
```

```
    // Initialize game variables
```

```
    Int score = 0;
```

```
    Int level = 1;
```

```
    Bool isGameOver = false;
```

```
    // Print out initial values
```

```
    Std::cout << "Score: " << score << std::endl;
```

```
    Std::cout << "Level: " << level << std::endl;
```

```
    Std::cout << "Game Over? " << isGameOver << std::endl;
```

```
    Return 0;
```

```
}
```