```cpp
 1: // Copyright 2023 Thomas O'Connor
 2: #ifndef SOKOBAN_HPP
 3: #define SOKOBAN_HPP
 4:
 5: #include <fstream>
 6: #include <iostream>
 7: #include <string>
 8: #include <vector>
 9: #include <SFML/Graphics.hpp>
10: #include <SFML/System.hpp>
11: #include <SFML/Window.hpp>
12:
13: using std::cout;
14: using std::endl;
15:
16: #define TILE_SIZE 64
17:
18: class Sokoban : public sf::Drawable {
19:  public:
20:     // Constructors
21:     Sokoban() : _h(0), _w(0) {}
22:     Sokoban(int y, int x) : _h(y), _w(x) {}
23:
24:     // Getters
25:     int getWidth() const { return _w; }
26:     int getHeight() const { return _h; }
27:     void getGameState() const;
28:
29:     // Display
30:     void drawElapsingTime(sf::RenderWindow &window, sf::Clock &clock);
31:
32:     // Interactors
33:     void movePlayer(Sokoban &game, sf::Keyboard::Key key);
34:
35:     // Overload extraction operator
36:     friend Sokoban& operator>>(Sokoban& game, std::ifstream& file);
37:
38:  private:
39:     // Draw game in SFML
40:     virtual void draw(sf::RenderTarget& target, sf::RenderStates states)
const;
41:
42:  private:
43:     // Game state stored in row-major order
44:     std::vector<std::vector<char>> gameState;
45:     // Dimensions of the window/game (read from file)
46:     int _h, _w;
47: };
48: #endif
```