```cpp
 1: // Copyright 2023 Thomas O'Connor
 2: #ifndef CHECKERS_HPP
 3: #define CHECKERS_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: using std::vector;
16: using sf::Vector2f;
17:
18: #define TILE_SIZE 64
19: #define BOARD_DIMENSIONS 8
20:
21: class Checkers : public sf::Drawable {
22:  public:
23:   // Constructors
24:   Checkers() { initializeBase(); }
25:
26:   // Interactors
27:   void selectPiece(sf::Vector2i mouseLocation);
28:   void switchTurn(void) { playerTurn = !playerTurn; }
29:  private:
30:   // Draw game in SFML
31:   virtual void draw(sf::RenderTarget& target, sf::RenderStates states) co
nst;
32:   // Initialize game storage vectors
33:   void initializeBase();
34:  private:
35:   vector<vector<char>> currentGameState;
36:   bool playerTurn = 0;
37: };
38:
39: // Helper functions
40: bool mouseInGameBounds(sf::Vector2i mouseLocation);
41:
42: #endif
```