```cpp
 1: // Copyright 2023 Thomas O'Connor
 2: #include "Checkers.hpp"
 3:
 4: int main(int argc, char* argv[]) {
 5:     // Create game
 6:     Checkers Game;
 7:     // Rednder the window using the appropriate game dimensions
 8:     sf::RenderWindow window
 9:     (sf::VideoMode(TILE_SIZE * BOARD_DIMENSIONS + TILE_SIZE,
10:         TILE_SIZE * BOARD_DIMENSIONS + TILE_SIZE), "Checkers");
11:     window.setFramerateLimit(120);
12:
13:     while (window.isOpen()) {
14:         // Process events
15:         sf::Event event;
16:         while (window.pollEvent(event)) {
17:             // Close window: exit
18:             if (event.type == sf::Event::Closed) window.close();
19:         }
20:         // Clear screen
21:         window.clear();
22:         // Draw the basic gameboard
23:         window.draw(Game);
24:         // Detect button press
25:         if (sf::Mouse::isButtonPressed(sf::Mouse::Left) &&
26:             mouseInGameBounds(sf::Mouse::getPosition(window)))
27:             Game.selectPiece(sf::Mouse::getPosition(window));
28:         window.display();
29:         // Exit on (X) keypress
30:         if (sf::Keyboard::isKeyPressed(sf::Keyboard::X)) window.close();
31:         // Switch player turns
32:         if (sf::Keyboard::isKeyPressed(sf::Keyboard::T)) Game.switchTurn(
);
33:     }
34:     return 0;
35: }
```