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1: // Copyright 2023 Thomas O'Connor
2: #include <SFML/Graphics.hpp>
3:
4: using sf::Keyboard;
5:
6: int main() {
7:     // Create the main window
8:     sf::RenderWindow window(sf::VideoMode(1024, 1024), "Man");
9:     window.setFramerateLimit(120);
10:
11:     // Load a sprite to display
12:     sf::Texture textureBase;
13:     if (!textureBase.loadFromFile("sprite.png"))
14:         return EXIT_FAILURE;
15:     sf::Sprite sprite(textureBase);
16:     sprite.setPosition(200, 200);
17:     sprite.setScale(1, 1);
18:
19:     // Load a circle to display
20:     sf::CircleShape shape(100.f);
21:     shape.setFillColor(sf::Color::Green);
22:
23:     // Declare offset variables
24:     int xOffset = 0, yOffset = 0;
25:
26:     // Start the game loop
27:     while (window.isOpen()) {
28:         // Process events
29:         sf::Event event;
30:         while (window.pollEvent(event)) {
31:             // Close window: exit
32:             if (event.type == sf::Event::Closed)
33:                 window.close();
34:         }
35:         // Clear screen
36:         window.clear();
37:         // Process keystrokes
38:         if (Keyboard::isKeyPressed(Keyboard::Right)) xOffset = 1;
39:         if (Keyboard::isKeyPressed(Keyboard::Left)) xOffset = -1;
40:         if (Keyboard::isKeyPressed(Keyboard::Up)) yOffset = -1;
41:         if (Keyboard::isKeyPressed(Keyboard::Down)) yOffset = 1;
42:
43:         if (Keyboard::isKeyPressed(Keyboard::Equal))
44:             sprite.scale(1.05, 1.05);
45:         if (Keyboard::isKeyPressed(Keyboard::Hyphen))
46:             sprite.scale(0.95, 0.95);
47:
48:         // Offset the sprite
49:         sprite.move(xOffset, yOffset);
50:
51:         // Draw the sprite
52:         window.draw(sprite);
53:         window.draw(shape);
54:
55:         // Reset Offset values
56:         xOffset = 0; yOffset = 0;
57:
58:         // Update the window
59:         window.display();
60:     }
61:     return EXIT_SUCCESS;
62: }
```