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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:     bool performWinConditionOnce = 1;
8:     // Rednder the window using the appropriate game dimensions
9:     sf::RenderWindow window
10:     (sf::VideoMode(TILE_SIZE * BOARD_DIMENSIONS + TILE_SIZE,
11:         TILE_SIZE * BOARD_DIMENSIONS + TILE_SIZE), "Checkers");
12:     window.setFramerateLimit(120);
13:
14:     while (window.isOpen()) {
15:         // Process events
16:         sf::Event event;
17:         while (window.pollEvent(event)) {
18:             // Close window: exit
19:             if (event.type == sf::Event::Closed) window.close();
20:         }
21:         if (!Game.isWon()) {
22:             // Get Keyboard input and impliment correct movement
23:             window.clear();
24:             // Detect button press
25:             if (sf::Mouse::isButtonPressed(sf::Mouse::Left) &&
26:                 mouseInGameBounds(sf::Mouse::getPosition(window))) {
27:                 if (Game.nothingSelected())
28:                     Game.selectPiece(sf::Mouse::getPosition(window));
29:                 else
30:                     Game.movePiece(sf::Mouse::getPosition(window));
31:             }
32:             // Deselect piece
33:             if (sf::Mouse::isButtonPressed(sf::Mouse::Right) &&
34:                 mouseInGameBounds(sf::Mouse::getPosition(window)))
35:                 Game.deselectPiece();
36:             // Draw the basic gameboard
37:             window.draw(Game);
38:             // if piece selected, draw move assist
39:             if (!Game.nothingSelected())
40:                 Game.visualMoveAssist(window);
41:             window.display();
42:             // if you've won, perform win fanfare
43:         } else if (performWinConditionOnce) {
44:             // Draw the win state
45:             std::string winString;
46:             if (Game.getWinner())
47:                 winString = "Red wins";
48:             else
49:                 winString = "Black wins";
50:             sf::Font font;
51:             font.loadFromFile("checkers/arial.ttf");
52:             sf::Text winText(winString, font, 30);
53:             winText.setFillColor(sf::Color::White);
54:             // Centers text to middle of screen
55:             winText.setPosition(sf::Vector2f(TILE_SIZE * 3.5, TILE_SIZE *
3.9));
56:             window.draw(winText);
57:             window.display();
58:             // Play win sound after screen display
59:             Game.playSound();
60:             // Ensures win sound is only performed once
61:             performWinConditionOnce = 0;
62:         }
63:         // Exit on (X) keypress
64:         if (sf::Keyboard::isKeyPressed(sf::Keyboard::X)) window.close();
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65:          // Restart game on (R) keypress
66:          if (sf::Keyboard::isKeyPressed(sf::Keyboard::R)) Game.restart(per
formWinConditionOnce);
67:      }
68:      return 0;
69: }
```