```cpp
1  #ifndef SPLASHSCREEN_H
2  #define SPLASHSCREEN_H
3
4  #include <SFML\Graphics.hpp>
5
6  /// <summary>
7  /// @author Peter Lowe
8  /// @version 1.0
9  /// @date May2016
10 ///
11 /// Simple class to display full screen texture
12 /// and text message and wait for anykey
13 /// </summary>
14 class SplashScreen
15 {
16 public:
17     SplashScreen();
18     ~SplashScreen();
19
20     void initialise(sf::Font& t_font);
21     void render(sf::RenderWindow& t_window);
22     void processInput(sf::Event t_event);
23     void update(sf::Time t_deltaTime);
24
25 protected:
26     /// texure of diamond wallpaper square
27     sf::Texture m_splashTexture;
28     /// sprite tiled to create background
29     sf::Sprite m_splashSprite;
30     /// local refrence to font used by whole game
31     sf::Font m_font;
32     /// text to display press space message
33     sf::Text m_message;
34     /// used to pass intent from event processing to update loop
35     bool m_proceedKeyPressed{ false };
36 };
37
38 #endif // !SPLASHSCREEN_H
39
```