```cpp
1  #ifndef GAMEPLAY_H
2  #define GAMEPLAY_H
3
4  #include <SFML\Graphics.hpp>
5  #include "Player.h"
6
7  /// <summary>
8  /// @brief main game logic.
9  ///
10 /// process input and passes on to player, check for game over and
11 /// set gamestate back to main menu
12 /// </summary>
13 class GamePlay
14 {
15 public:
16     GamePlay();
17     ~GamePlay();
18     void initialise();
19     void render(sf::RenderWindow& t_window);
20     void processInput(sf::Event t_event);
21     void update(sf::Time t_deltaTime);
22
23 protected:
24     /// texture of landscape used as background
25     sf::Texture m_backgroundTexture;
26     /// sprite used to render background texture
27     sf::Sprite m_backgroundSprite;
28     /// instance of player
29     Player m_player;
30     /// boolean used to pass jump key from processevents to update loop
31     bool m_jumpKeyPressed{ false };
32 };
33
34 #endif // !GAMEPLAY_H
35
```