```cpp
 1  #ifndef PLAYER_H
 2  #define PLAYER_H
 3
 4
 5  #include <SFML\Graphics.hpp>
 6  /// <summary>
 7  /// @author Peter Lowe
 8  /// @version 1.0
 9  /// @date may 2016
10  ///
11  /// @brief simple class for player.
12  ///
13  /// stores player sprite and position with
14  /// methods for movement and gameover
15  /// </summary>
16  class Player
17  {
18  public:
19      Player();
20      ~Player();
21      void initialise();
22      void render(sf::RenderWindow& t_window);
23      void update(sf::Time t_deltaTime);
24      void jump();
25      void fall();
26      void left();
27      void right();
28      bool departed();
29      void resetPosition();
30  protected:
31      /// Texture for palyer mario on cart
32      sf::Texture m_playerTexture;
33      /// sprite used to represent player
34      sf::Sprite m_playerSprite;
35      /// position on background where player should stop falling
36      float m_roadHeight;
37
38  };
39  #endif // !PLAYER_H
40
41
```