```cpp

#include <iostream>
#include "SplashScreen.h"
#include "Game.h"


/// <summary>
/// @author Peter Lowe
/// @version 1.0
/// @date May2016
///
/// </summary>

SplashScreen::SplashScreen()
{
}


SplashScreen::~SplashScreen()
{
}


/// <summary>
/// @brief setup font and message.
///
/// Used to get a refrence to the font and setup the
/// press any key message text. load a texture for full screen
/// splash image.
/// </summary>
/// <param name="font">Refrence to font loaded in main game</param>
void SplashScreen::initialise(sf::Font& t_font)
{
    m_font = t_font;
    // load texture and setup sprite
    if (!m_splashTexture.loadFromFile("ASSETS/IMAGES/wallpaper.jpg"))
    {
        std::cout << "error with  splash file";
    }
    m_splashTexture.setRepeated(true);
    m_splashSprite.setTexture(m_splashTexture);
    m_splashSprite.setTextureRect(sf::IntRect(0, 0, static_cast<int>(Game::s_screenWidth), static_cast<int>( Game::s_screenHeight)));
    m_splashSprite.setPosition(0, 0);

    //setup message
    m_message.setFont(m_font);
    m_message.setString("Press any space to continue");
    m_message.setCharacterSize(36);
    m_message.setStyle(sf::Text::Bold);
    m_message.setFillColor(sf::Color::White);
    m_message.setOutlineColor(sf::Color::Black);
    m_message.setOutlineThickness(2.0f);
    // centre message
    sf::FloatRect textSize = m_message.getGlobalBounds();
    float xposition = Game::s_screenWidth / 2 - textSize.width / 2;
    m_message.setPosition(xposition, Game::s_screenHeight * 0.66f);
    m_proceedKeyPressed = false;
}


/// <summary>
/// called from process events in maion game loop  many times per frame
/// boolean used to detect a single key down event for space bar and
/// pass on to update loop
/// </summary>
/// <param name="event">event paased from main game loop</param>
void SplashScreen::processInput(sf::Event t_event)
{
    if ( sf::Event::KeyPressed == t_event.type )
    {
        if (sf::Keyboard::Space == t_event.key.code  )
        {
            m_proceedKeyPressed = true;
        }
    }
}


/// <summary>
/// update loop called 30/60 per second processing power permitting
/// reset boolean used to signify keypress event
/// </summary>
/// <param name="time">update delta time</param>
void SplashScreen::update(sf::Time t_deltaTime)
{
    if (sf::Mouse::isButtonPressed(sf::Mouse::Button::Left))
    {
        m_proceedKeyPressed = true;
    }
    if (m_proceedKeyPressed)
    {
        Game::currentState = GameState::MainMenu;
    }
    m_proceedKeyPressed = false;
}


/// <summary>
/// Draw the background texture and the press space message
/// clear and display methods will be called in game.cpp
/// </summary>
/// <param name="window">refrence to main tender window</param>
void SplashScreen::render(sf::RenderWindow& t_window)
```

```
{
    t_window.draw(m_splashSprite);
    t_window.draw(m_message);
}
```