```cpp
1  #ifndef LICENCE_H
2  #define LICENCE_H
3
4  #include <SFML\Graphics.hpp>
5
6  /// <summary>
7  /// @author Peter Lowe
8  /// @version 1.0
9  /// @date may 2016
10 ///
11 /// \brief simple page to display Licence text for fixed period.
12 ///
13 /// </summary>
14 class Licence
15 {
16 public:
17     Licence();
18     ~Licence();
19
20     void initialise(sf::Font& t_font);
21     void render(sf::RenderWindow& t_window);
22     void update(sf::Time t_deltaTime);
23
24 protected:
25     /// local refrence to font used by whole game
26     sf::Font m_font;
27     /// licience text
28     sf::Text m_message;
29     ///  counter for pause time
30     sf::Time m_cumulativeTime;
31
32 };
33
34 #endif // !LICENCE_H
```