```cpp
1
2  #include "Licence.h"
3  #include "Game.h"
4
5
6  Licence::Licence()
7  {
8  }
9
10
11 Licence::~Licence()
12 {
13 }
14
15 /// <summary>
16 /// @brief setup font and message.
17 ///
18 /// Used to get a refrence to the font and setup the
19 /// text used on the licence page, a single line of text
20 /// will proceed to splash page after 2 seconds
21 /// </summary>
22 /// <param name="font">Refrence to font loaded in main game</param>
23 void Licence::initialise(sf::Font& t_font)
24 {
25
26     m_font = t_font;
27     m_message.setFont(m_font);
28     m_message.setString("Hand Made by Peter");
29     m_message.setCharacterSize(24);
30     m_message.setFillColor(sf::Color::White);
31
32     sf::FloatRect textSize = m_message.getGlobalBounds();
33     float xPosition = Game::s_screenWidth / 2 - textSize.width / 2;
34     m_message.setPosition(xPosition, 120.0f);
35     m_cumulativeTime = sf::seconds(0);
36
37 }
38
39 /// <summary>
40 /// @brief update loop wait 2 seconds.
41 ///
42 /// Add the delta time to cumulative total
43 /// when greater than 2 second proceed to splash screen
44 /// </summary>
45 /// <param name="time">update delta time</param>
46 void Licence::update(sf::Time t_deltaTime)
47 {
48     m_cumulativeTime += t_deltaTime;
49     if (m_cumulativeTime.asSeconds() > 0.8)
50     {
51         Game::currentState = GameState::Splash;
52     }
```

```
53  }
54  /// <summary>
55  /// @brief draw thw licence text.
56  /// clear and display methods will be called in game.cpp
57  /// </summary>
58  /// <param name="window">refrence to main render window</param>
59  void Licence::render(sf::RenderWindow& t_window)
60  {
61      t_window.draw(m_message);
62  }
63
```