

```
1  #ifndef MAINMENU_H
2  #define MAINMENU_H
3
4  #include <SFML\Graphics.hpp>
5
6  /// <summary>
7  /// @author Peter Lowe
8  /// @version 1.0
9  /// @date may 2016
10 ///
11 /// class to handle simple menu interaction
12 /// </summary>
13 class MainMenu
14 {
15 public:
16     MainMenu();
17     ~MainMenu();
18
19     void initialise(sf::Font& t_font);
20     void render(sf::RenderWindow& t_window);
21     void update(sf::Time t_deltaTime, sf::Window& t_window);
22
23 protected:
24
25     /// Number of buttons on our menu
26     static const int m_optionCount = 3;
27     /// green button background
28     sf::Texture m_buttonTexture;
29     /// array of sprites used to display buttons
30     sf::Sprite m_buttonSprites[m_optionCount];
31     /// local reference to font used by whole game
32     sf::Font m_font;
33     /// array of text objects for text on buttons
34     sf::Text m_buttonTexts[m_optionCount];
35
36     /// top left of area usde for menu
37     float m_topOffset{ 0.0f };
38     /// top left of area usde for menu
39     float m_leftOffset{ 0.0f };
40     /// gap in pixels between tops of buttons
41     float m_verticalSpacing{ 0.0f };
42     /// width in pixels of all buttons
43     float m_buttonWidth{ 0.0f };
44     /// height of button in pixels must be less than vertical spacing
45     float m_buttonHeight{ 0.0f };
46 };
47
48 #endif // !MAINMENU_H
```