Game. cpp

```cpp
void Game :: processKeys (sf :: Event t_event)
+
    if (sf :: Keyboard :: F1 == t_event.key.code)   // doesn't work  →Q
    {
    m_graphics = ! m_graphics ;
    }

Game :: render ()

    m_window. draw (m_welcomeMessage);    // delete
    m_window. draw (m_logoSprite);

    m_window. draw (m_wall);
    m_window. draw (m_target);
    m_window. display ();

+   if (m_graphics)
        {
            m_window. draw (m_backgroundSprite);
            m_window. draw (m_wallSprite);
        }
        else
        {
        }

+   Game :: SetupSprite
                background. jpg.  ?
                wall. jpg
```

Game. h
```cpp
sf :: Texture m_wallTexture
sf :: Sprite m_wall Sprite
sf :: Texture m_backgroundTex
sf :: Sprite m_gumbaText
sf :: Sprite m_gumba Sprite
sf :: Sprite m_background
```
add

```cpp
m_wallSprite. setTextureRect (sf :: IntRect (0, 0, 32, 100))
```

Game. h
```cpp
bool m_graphics {false};
```