

```
void Game::processKeys (sf::Event t_event)
```

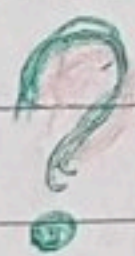
```
if (sf::Keyboard::Add don't work w == t_event.key.code)
```

```
    0.005f  
    Subtract E = t_event.key.code  
    - 0.005f
```

```
void Game::adjustGravity (float t_adjustment)
```

```
==
```

```
m_gravityBar.setFillColor (sf::Color::Blue);  
m_arrowSprite.setColor (sf::Color::White);
```



```
== * * *
```

```
m_BarrellSprite.setTexture(m_BarrellTexture);  
    .setOrigin(22.0f, 45.0f);  
m    .setRotation(45.0f);  
    .setPosition(100.0f, 550.0f)
```

```
void Game::moveTarget ()
```

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```

```
m_BarrellSprite.setRotation(angleD + 90.0f)
```