## **ChatGPT Prompts**

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- 1. How can I create a basic window using SFML in C++?
- 2. What are the fundamental components of an SFML window, and how can I customize them?
- 3. What is the event system in SFML, and how can I use it to respond to user inputs?
- 4. Can you provide examples of handling keyboard events with SFML?
- 5. How do I load and display images using SFML?
- 6. What is a sprite in SFML, and how can I manipulate and animate it?
- 7. How can I render text on an SFML window?
- 8. How do I add a colour tint on a sprite?
- 9. How can I integrate audio files into my SFML project?
- 10. What functions does SFML provide for playing and managing audio?