void drawCenterLines(); - draws lines that meet at the center of the screen

void selectRectangle(bool& flag, Rectangle rec, std::vector<bool\*>& v); - checks if the user has clicked on a given rectangle and changes the value of a given bool respectively

texture textureMake(Image\* img, int width, int height); - loads an image, resizes it and returns the image converted into a texture

void gravity(pos& playerPos, int pHeight); - acts as gravity for the player

void moveRight(pos& playerPos, int pWidth) - allows the player to move right

void moveLeft(pos& playerPos, int pWidth) - allows the player to move left

void showHealth(); - displays the players health

void movement(); - allows the player to move according to the user’s input

int getFloorHeight(); - returns the value of the variable floorHeight

texture\* getEnemy(); - returns a pointer to the enemy texture

pos\* getEnemyPos(); - returns a pointer to the enemy position

std::vector<question>\* getQuestions(); - returns a pointer to the questions vector

int getEnemyHealth(); - returns the enemy’s health

void showEnemyHealth(); - displays the enemy’s health

texture getBackgroundTexture(); - returns the background texture

void finishGame(); - shows the finished game screen

void attack(); - lets the player attack the enemy by pressing KEY\_E and answering questions related to bitwise operations