

```
1 #include <iostream>
2 #include <string>
3 using namespace std;
4
5 #include "game.h"
6 int main()
7 {
8     //This creates the game object and executes the function
9     game game1;
10
11     // game1.fightcalculator();
12     game1.MainMenu();
13
14
15 }
```