```csharp
1  using System;
2  using System.Data.SQLite;
3  using System.Threading;
4
5  namespace coursework
6  {
7      public static class Program
8      {
9          /// <summary>
10         /// The main entry point for the application.
11         /// </summary>
12         [STAThread]
13         static void Main()
14         {
15             SQLiteConnection sqlite_conn;
16             sqlite_conn = DBManager.CreateConnection();
17             try
18             {
19                 DBManager.InitialiseDB(sqlite_conn);
20             }
21             catch
22             {
23
24             }
25             sqlite_conn.Close();
26             using (var game = new Game1())
27                 game.Run();
28         }
29
30
31     }
32 }
33
```