```cpp
/**
 * @brief virutal method to draw to window
 *
 * Inherited from sf::Drawable it is what allows us to draw to the screen
 * using window.draw(MyRect); instead of MyRect.draw(window)
 * keeping similar drawing standard to base SFML code making our class more
 * modular and familiar to those who use SFML
 *
 * Example of polymorphism by overriding a virtual method
 */
void draw(sf::RenderTarget &target, sf::RenderStates states) const override;
```