```c
#ifndef CONSTANTES_H
#define CONSTANTES_H

#include <string>
#include <SFML/Graphics.hpp>

/*
 * ----------------------------------------------------------------------------
 * "THE BEER-WARE LICENSE" (Revision 42):
 * Antoine BOULANGÃM-^I & Pierre_Elliot CABRERA wrote this file. As long as you
retain this notice you
 * can do whatever you want with this stuff. If we meet some day, and you think
 * this stuff is worth it, you can buy me a beer in return
 * ----------------------------------------------------------------------------
 */


enum TYPES {BIG, SMALL, FLYING, HEAL, FLY, INVINCIBILITY, SCORE, COIN};
enum NINJA_STATUS {WALKING, JUMPING, SOARING, TRANSITIONNING};
enum NINJA_CHANGE_DIRECTION {LEFT, RIGHT, UNCHANGED};
enum DIFFICULTY {EASY, MEDIUM, HARD};
enum LANGUAGE {FRENCH, ENGLISH};
enum BUTTON {PLAY, QUIT, HIGHSCORES, SOUND, BACK, NONE};

const auto WINDOW_TITLE = "Ninja Runner";

const int NUMBER_OBSTACLE = 3;
const int NUMBER_BONUS = 5;
const int NUMBER_HP = 8;

const int SCORE_MALUS = -250;
const int SCORE_BONUS = 500;

const int HP_LOSS = -1;
const int HP_HEALED = 1;
const int SCORE_BONUS_SCORE = 1000;

const int MINIMUM_SPAWN_BONUS = 5; //in seconds
const int MAXIMUM_SPAWN_BONUS = 10; //in seconds
const int MINIMUM_SPAWN_OBSTACLE = 1; //in seconds
const int MAXIMUM_SPAWN_OBSTACLE = 3; //in seconds

const int ELAPSED_TIME_GAME_EVOLUTION = 30; //in seconds

const int SCREEN_WIDTH = 1200;
const int SCREEN_HEIGHT = 600;
const int GROUND_HEIGHT = 516;

const float GRAVITY = 9.81;
const float PI = 3.14;

const auto BACKGROUND_ARRIERE_IMAGE = "images/BACKGROUND_ARRIERE2.png";
const auto BACKGROUND_AVANT_IMAGE = "images/BACKGROUND_AVANT.png";
const auto NINJA_IMAGE = "images/Sprites.png";
const auto OBSTACLE_TALL_IMAGE = "images/Objects/RedBarrel.png";
const auto OBSTACLE_SHORT_IMAGE = "images/Objects/GreenBarrel.png";
const auto OBSTACLE_FLYING_IMAGE = "images/Objects/Box.png";
const auto BONUS_IMAGE = "images/bonus.png";
const auto BUTTON_IMAGE = "images/button.png";
const auto EXPLOSION_IMAGE = "images/ExplosionSpriteRetrecie.png";
const auto HP_BAR_IMAGE = "images/Acid (2).png";
const auto HP_CONTAINER_IMAGE = "images/hpBar2.png";
const auto INTRODUCTION_IMAGE = "images/Introduction.png";
const auto BOUTON_MENU_SOUND = "images/sound.png";
const auto MENU_FIXED_IMAGE = "images/MenuFixed.png";


const auto BACKGROUND_MUSIC = "Sounds/music.ogg";
```

```c
const sf::Time LAPSE_INVINCIBILITY = sf::seconds(5.f);
const sf::Time LAPSE_FLY = sf::seconds(5.f);

const int BUTTON_HEIGHT = 150;
const int BUTTON_WIDTH = 250;
const auto BOUTON_MENU_IMAGE = "images/button.png";

const std::string HIGHSCORE_FILE = "highscore.txt";

const auto FONT_CLASSIC = "fonts/GameOver.ttf";
const auto FONT_SCORE = "fonts/hachicro.TTF";

#endif // CONSTANTES_H
```