

## headers.hpp

```
#ifndef HEADERS_HPP
#define HEADERS_HPP

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

#include <vector>
#include <iostream>
#include <cmath>

typedef sf::Vector2f v2f;
typedef sf::Vector2i v2i;
using std::cout;
using std::vector;
using std::string;

const double PI = 3.14159265358979323846;
const double HALF_PI = 3.14159265358979323846/2;
const float TO_DEGREES = 57.29577955f;

const int WIDTH = 1280, HEIGHT = 720;

#endif // !HEADERS_HPP
```