

map.hpp

```
#pragma once

class Map
{
private:
    ■int* data;
    ■sf::RenderWindow& window;

    ■sf::Texture sky_tex;
    ■sf::Sprite sky_sprite;

public:
    ■int width, height;
    ■v2i position;

    ■int cell_size = 4;

    ■float floor_level = 354;

    ■float sky_offset = 0;
    ■float sky_scale = 2.5f;
    ■float sky_width = 1833;
    ■float sky_sensitivity = -1000;

    ■sf::Color sky_color, ground_color;

    ■Map(int dist_from_side, sf::RenderWindow& window);

    ■int getCell(int x, int y);
    ■void drawMap();
    ■void drawPoint(float x, float y);

    ■void drawGround();
    ■void drawSky();
    ■void shiftSky(float offset);
    ■void darkenScreen();
};
```