

```
1  #ifndef PLAYERRIGHT_H
2  #define PLAYERRIGHT_H
3  #endif
4  #ifndef PLAYER_H
5  #define PLAYER_H
6  #include "Player.h"
7  #endif
8
9  class PlayerRight : public Player {
10 public:
11     PlayerRight();
12     ~PlayerRight();
13     void checkInput();
14     void restart();
15     void tick();
16     std::string getType(); // "PLAYERRIGHT", "PLAYERLEFT", "BOTTLE",
                            // "BACKGROUND", "PLAYER" (from player class)
17 };
```