```cpp
 1  #include <SDL.h>
 2  #include "Background.h"
 3  #include <array>
 4  #include "ObservableCollisionDetection.h"
 5  #ifndef MENU_H
 6  #define MENU_H
 7  #include "Menu.h"
 8  #endif
 9  #include "vector"
10
11  class Game
12  {
13      private:
14          Menu* menu;
15          std::vector<LevelElementInterface*> lvl_elements;
16          bool runningFlag;
17          bool restartFlag;
18      public:
19          Game(bool fullscreen);
20          Game(int width, int height);
21          void start();                      //start the Game with this method
                ( not with run(); )
22          void run();
23          bool init();
24          bool load_media();
25          void input();
26          void tick();
27          void update();
28          void render();
29          void restart();
30          bool gameEnded();
31          void close();
32          ~Game();
33  };
34
35
```