C++ source code written to file infowindow.cpp

```cpp
#include <iostream>
#include <sstream>
#include <FL/Fl.H>
#include <FL/Fl_Window.H>
#include <FL/Fl_Text_Display.H>

void InfoWindow::backButtonPress() {
    this->hide();
    startWindow->startup();
}

void InfoWindow::startup() {
    this->show();
    backgroundBox->image(backgroundImage);
```

This is the developer information.

```cpp
Fl_Text_Buffer *gameInfo = new Fl_Text_Buffer();
gameInfoBox->buffer(gameInfo);
gameInfo->text("Moves: \n W -- High Attack \n
                S -- Mid Attack \n X -- Low Attack \n
                Q -- High Block \n A -- Mid Block \n
                Z -- Low Block \n \n Fighter Types: \n
                Aggressive -- High attack power, low block toughness \n
                Balanced -- Moderate attack power, moderate
                block toughness \n
                Defensive -- Low attack power,
                high block toughness \n \n Goal: \n DEFEAT
                your opponent!!!");
```

```cpp
    Fl_Text_Buffer *devInfo = new Fl_Text_Buffer();
    devInfoBox->buffer(devInfo);
    devInfo->text("Programmers: \n Michael Liu \n Henry Sun \n
                  Nihal Manjunath \n Charles Hong");
}
```