```cpp
1  #include "Game.h"
2
3  //private functions
4  void Game::initVariables()
5  {
6      this->window = nullptr;
7
8      //Game logic
9      this->menuOpen = true;
10     this->menuOpen2 = true;
11     this->endMenuScreen = false;
12     this->endGame = false;
13     this->points = 0;
14     this->health = 10;
15     this->enemySpawnTimerMax = 15.f;
16     this->enemySpawnTimer = this->enemySpawnTimerMax;
17     this->maxEnemies = 5;
18     this->mouseHeld = false;
19 }
20
21 void Game::initWindow()
22 {
23     this->videomode.height = 600;
24     this->videomode.width = 800;
25
26     this->window = new sf::RenderWindow(sf::VideoMode(1280, 720), "First Game",   ⮐
         sf::Style::Titlebar | sf::Style::Close );
27
28     this->window->setFramerateLimit(60);
29
30     //sf::Texture texture;
31     //texture.loadFromFile("Textures/sara.png");
32     //sf::Sprite sprite(texture);
33     //window->draw(sprite);
34
35
36 }
37
38 void Game::initFonts()
39 {
40     this->font.loadFromFile("Fonts/NewFont.otf");
41 }
42
43 void Game::initTexture()
44 {
45     //this->texture.loadFromFile("Textures/sara.png");
46 }
47
48 void Game::initText()
49 {
50     this->uiText.setFont(this->font);
51     this->uiText.setCharacterSize(35);
```