```csharp
1  using SplashKitSDK;
2  using System;
3  using System.Collections.Generic;
4
5  namespace DragonBallGame
6  {
7      public class MessageManager
8      {
9          private List<(string message, DateTime time)> _messages; // Store
               messages with their timestamp
10         private const double DURATION = 3.0; // Duration to display
               messages in seconds
11         private Font _font;
12
13         public MessageManager()
14         {
15             _messages = new List<(string, DateTime)>();
16             _font = SplashKit.LoadFont("Arial", "Font/arial.ttf");
17         }
18
19         public void AddMessage(string message)
20         {
21             _messages.Clear();
22             _messages.Add((message, DateTime.Now));
23         }
24
25         public void DrawMessages()
26         {
27             List<(string message, DateTime time)> expiredMessages = new
                 List<(string, DateTime)>();
28
29             foreach (var (message, time) in _messages)
30             {
31                 double elapsedSeconds = (DateTime.Now - time).TotalSeconds;
32
33                 if (elapsedSeconds > DURATION)
34                 {
35                     expiredMessages.Add((message, time));
36                 }
37                 else
38                 {
39                     int textWidth = SplashKit.TextWidth(message, _font,
                     14);
40
41                     // Calculate the x-coordinate for center alignment
42                     int xCoordinate = (800 - textWidth) / 2;
43
44                     // Draw the message centered horizontally using the
                     loaded font
```

```
45                        SplashKit.DrawText(message, Color.Red, _font, 14,
                            xCoordinate, 525);
46                    }
47                }
48
49            // Remove expired messages from the list
50            foreach (var expiredMessage in expiredMessages)
51            {
52                _messages.Remove(expiredMessage);
53            }
54        }
55    }
56 }
57
58
```