

```
1  #include <iostream>
2  #include "Game.h"
3  #include "functions.h"
4  using namespace std;
5
6  int main()
7  {
8      // Demonstrates working type casting of INT for LEVEL
9      //int level = 4;
10     //int i = static_cast<int>((50 / 3) * ((pow(level, 3) - 6 * pow(level, 2)) + 17 *
level - 12));
11     //std::cout << i << std::endl;
12
13     Game game;
14     game.initGame();
15
16     while (game.getPlaying())
17     {
18         game.mainMenu();
19     }
20     return 0;
21 }
```