Class: Ship
Member Variables: + double velocity;   + double x;   + double y;   + double height;   + double width;
Member functions: + Ship() : constructor   + update() : void

Class: Game
Member Variables: + int score   + int high_score   + int frames   + string enter_message   + int game_state   sf::Sprite background   sf::Text score_text   sf::Text high_score_text   sf::Text enter_message_text   sf::Font font
Member functions: + Game() : constructor