

```
#ifndef CPLAYER
#define CPLAYER

#include <sstream>
#include <iostream>
#include <Framework.hpp>
#include <Console.hpp>

using namespace std;

class CPlayer
{
    SDL_Surface *Screen;
    unsigned short Health;
    unsigned short Shield;
    double xpos;
    double ypos;
    unsigned short Speed;

public:
    CPlayer();
    ~CPlayer();

    void Set_Health(const unsigned short);
    void Add_Health(const unsigned short);
    void Sub_Health(const unsigned short);
    void Set_Shield(const unsigned short);
    void Add_Shield(const unsigned short);
    void Sub_Shield(const unsigned short);
    void View_Items();

    void Set_Spawnpoint(double, double);
};

#endif
```