**Spike:** 2

**Title:** Lab 05 Gridworld

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**Goals / deliverables:**

To create a text based game based on the requirements provided, the game would fit the description of the GridWorld game.

For this we needed to:

* Design a gameplay loop
* Code the game in c++

**Technologies, Tools, and Resources used:**

* C++
* Visual Studio

**Tasks undertaken:**

Tasks fulfilled

* Created Console app in visual studio
* Made a basic design with pen and paper to show the gameplay loop
* Implemented Design in c++

**What we found out:**

Designing loops for different systems is important, making a individual functions for each iteration of the main loop like render and input was key to success, as it allowed for modularity and performance. This approach also increases scalability ass well.

**Open issues/risks** [Optional – **remove** heading/section if not used!]**:**

Potential issues

* The input function should have switch case instead of if statements making code more clear