**Spike:** 11

**Title:** Task 11 Spike

**Author: Benjamin (Ben) Fekete, 102946740**

**Goals / deliverables:**

We had to create a system that would load in a world from a file and allow the player to move between locations with the command “Go \_\_\_\_”, and be able to exit with the command “Exit”

* Create structure for json file
* Create a class for location
* Parse Json into class location
* Implement a loop to check for user input

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

* Visual Studio
* C++

**Tasks undertaken:**

* Designed temporary layout for world
* Created JSON file
* Created new console app project in visual studio
* Added JSON Library to new project
* Created Location Class
* Implemented reading json file and parsing data to class
* Implemented command loop

**What we found out:**

Design is key to systems like this, knowing exactly what your going to make, what data is needed and how its being used is essential to being able to create a complex program and ensuring that its optimal