**Spike:** 13

**Title:** Lab 12 Spike

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**Goals / deliverables:**

* To design and implement game specifications
  + More commands including:
    - Look in
    - Take
    - Put
    - Open
* Update adventure.json to ensure compatibility with new code
* Ensure the that composite pattern is used for modification of game entities

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

* Visual Studio
* W3 Schools
* Smart Pointers

**Tasks undertaken:**

* Revisited game specifications
* Designed functions for each new command
* Reworked JSON file accordingly to new requirements
* Created each new class and execute functionality
* Tested and edited previous code to suite additions