**Spike:** 14

**Title:** Components spike 14

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**Goals / deliverables:**

* Rework Entity class and child classes to make use of components
* Have attributes assigned from a components
* Use components to allow for things such as interact and pickup

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

* Visual Studio
* C++

**Tasks undertaken:**

* Create Components classes
  + Created Attributes
    - Assigned data types for hp, damage etc.,
    - Created a method for damage calculation
    - Created a method to get attributes out as string for printout
  + Created Identifier
    - Assigned data types for name and description
    - Created method for getting name and description for printout

**What we found out:**

Components make like easier; they allow us to add functionality for classes depending on what is required. We can make use of components to easily add features such as, making object be picked up, interacted with and even assigning attributes. This gives more modularity to what our classes can do without relying on complex inheritance.