**Spike:** 21

**Title:** Spike 21: control mapping

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**Goals / deliverables:**

* Create a sdl project
* Create a txt file to represent inputs to events i.e., “W” for “Move up”
* Create a component class to process inputs based on the user keyboard and the corresponding inputs set by the txt file
* Create events to showcase the inputs are working
* Ensure that when the text file is edited, the program can change the inputs without closing and reopening

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

* Visual studio
* SDL2

**Tasks undertaken:**

* Created SDL template
* Created txt file and filled out information
* Created the controller component class
  + Created a function to process keyboard input
  + Created an event handler
  + Created a check for reload and reload input methods
* Implemented component into main loop and created basic events to showcase inputs working

**What we found out:**

It’s easier than I thought to check file live for changes, making it simple to update input config.