**Spike:** 1

**Title:** Goal Oriented Behaviour with Simple Goal Insistence

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**Goals / deliverables:**

Create a simulation of a GOB using SGI.

* Code that simulates and displays the GOB using SGI
  + Demonstrate where SGI works appropriately
  + Demonstrate where SGI doesn’t work appropriately

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

* Knowledge of python
  + <https://docs.python.org/3/tutorial/>
* Python Interpreter
  + Visual Studio
    - <https://www.visualstudio.com/downloads/>
* Knowledge of how game loops work
  + <http://gameprogrammingpatterns.com/game-loop.html>

**Tasks undertaken:**

**What we found out:**

**Open issues/risks:**

**Recommendations:**

# Appendix

### Flowchart

Invalid Move

Path Tile

End

Check Position

Death Tile

Goal Tile

Successful Move

Input Move

Show Available Moves

Start