

Spike: 5**Title:** Game State Management**Author:** Steven Efthimiadis, 1627406**Goals / deliverables:**

The goal is to create a basic Zorkish Adventure game state manager with basic functionality which portrays how the game will run once a working game is made. You must create a paper based plan on how you would attack this problem.

To create this spike, you require:

- Basic understanding of Object Orientated Programming
- Basic UML diagram outlining what classes, methods and variables you might need. See Appendix

Technologies, Tools, and Resources used:

List of information needed by someone trying to reproduce this work

- Visual Studio 2015
- OOP
 - <http://www.cplusplus.com/doc/tutorial/classes/>

Tasks undertaken:

- Create a plan on how to build the program.
- Create all the classes
- Do we need a game controller to run the functionality?

What we found out:

- Creating a switch statement which can be used to work out the different cases for each.

Open issues/ risks:

- Switch statements don't work well with strings. If you do use a switch statement and reading the command from a string, you can still use a string but I recommend you setting up the menu to be selected from integers and then when using the case statement use `move[0]` which returns the character in the string.

Appendix

