Spike: *10*
Title: Component Pattern

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Goals / deliverables:
The goal is expanding on the entities and their properties in the Zorkish
Adventure game. You should add components to any entity that requires
them and expand the command processor to accommodate the changes.

To create this spike, you require:
- Spike 9
- Basic understanding of Component Patterns

Technologies, Tools, and Resources used:
List of information needed by someone trying to reproduce this work
- Visual Studio 2015
- Component Pattern
  - https://en.wikipedia.org/wiki/Entity%E2%80%93component%E2%80%93system

Tasks undertaken:
- Updated the Player and Entity to have a Health and Damage
  Component
- Add new command objects to accommodate the change
- Update the Command Manager.

What we found out:
- Components made it easier to manage health and damage of the
  player and the entity in the game.