

**Spike: 6****Title:** Basic Game Data Structures**Author:** Steven Efthimiadis, 1627406**Goals / deliverables:**

The goal is to create a report on what possible containers you could use to make an Inventory system for Zorkish and implement it in code.

To create this spike, you require:

- Spike 5
- Thread that take input
- Thread that operates the output and rendering

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

List of information needed by someone trying to reproduce this work

- Visual Studio 2015
- Research Containers
  - <http://en.cppreference.com/w/cpp/container>

**Tasks undertaken:**

- Copy Spike 5 into a new project
- Remove any unnecessary code that could slow down the console
- Start researching what container would be affective in making an inventory.
- Do we need any extra classes to support the inventory (cough, cough is a player required? What about an actual inventory class?)
- Test to see if we can add items to the container.
- Test to see if we can delete items to the container.
- Test to see if we can see the items of the container.

**What we found out:**

- By using a vector inheriting from the Inventory class. You're able to hold a container of elements you can easily add and remove. It's a bit tricky to work out at the start but once you figure out how to access the operator using the at() function, it's easier to finish the program.