**Spike:**  *5*

**Title:** Game State Management

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**Goals / deliverables:**

The goal is to create a basic Zorkish Adventure game state manger 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/](https://solarianprogrammer.com/2011/12/16/cpp-11-thread-tutorial/)](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

