**Spike:**  *6*

**Title:** Basic Game Data Structures

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**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.