**Spike:** Spike 10

**Title:** Game Data Structures

**Author:** Bernardo Fitzmaurice Acevedo, 105297603

**Goals / deliverables:**

Research and evaluate 4 different data structures that could be used to create a player inventory and develop a code using one of the structures.

**Besides this report, what else was created?**

* Code named “Task10\_Spike”
* Short report titled “Spike 10 Short Report”

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

* Visual Studio 2022.
* Word.

**Tasks undertaken:**

* Investigate data structures.
* Select 4.
* Create a word document.
* Elaborate about the investigation of the data structures.
* Pick one to code.
* Download and install Visual Studio.
* Create a code for an inventory using a vector.
* Built the code.

**What we found out:**

I found out how to use a vector to create a user inventory for a game, and to add and remove and item from the inventory. As well as close the inventory without doing anything.

A screenshot of a computer

Description automatically generated