**Spike:** Spike 11

**Title:** Game Graphs from Data

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**Goals / deliverables:**

The goal of task 11 is to extend the Zorkish program that was created during task 10, to add multiple locations and connections to it, and to be able to move between them.

Besides this report, what else was created?

* A text file with the locations with the description and connections of each.
* A C++ code that read the text file and runs the map, allowing you to move through it.

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

* Stack Overflow for any doubt that I had.
* VS Community 2022.
* Windows notepad.
* Microsoft Word.
* Paint.

**Tasks undertaken:**

* Draw your desired map on Paint.
* Create a text file with the locations and the descriptions and connections for each.
* Download and install VS community 2022.
* Open VS and create a C++ code that reads the text file and allows user to move through the map.
* Compile code.

**What we found out:**

I found out how read text files in a way that works as a map, and not only to print the text. And how to move around a world created using simple text. Lastly, I learned that it doesn’t matter how much I think it’s right. The error can easily be on the text file.

Map Design:  
A diagram of a kitchen and living room

Description automatically generated

How this assignment left me:  
