**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.
* Two C++ classes, one called “Player”, and another called "Location”.
* A main C++ file.

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

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

**Tasks undertaken:**

* Download and Install VS Community 2022
* Create a text file and create all locations with its details and connections.
* Create the C++ project.
* Create ‘Location’ class that stores the location’s name, descriptions and allows connection between locations.

A screen shot of a computer program

Description automatically generated

* Create ‘Player’ class that allows the user to move through locations:

A screenshot of a computer program

Description automatically generated

* Create a ‘main’ file (called Task11\_Spike) that reads the data from the text file, initializes the classes and loops the game until player ‘quits’.
* Compile and run code:

A computer screen with white text

Description automatically generated

**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, how to move around a world created using simple text and how to use classes to, not only simplify the code, but also to make it easier to access and modify. Lastly, I learned that it doesn’t matter how much I think it’s right. The error can easily be on the text file.

Game map design:

A diagram of a kitchen and living room

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Me after the assignment:

