**Spike:** Spike 11

**Title:** Game Graphs from Data

**Author:** Bernardo Fitzmaurice Acevedo, 105297603

**Goals / deliverables:**

Summarise from the spike plan goal

Besides this report, what else was created?

For example: UML diagram, code, reports

* Code see /spikes/spike04/
* Short report titled “ide comparison”
* …

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

List of information needed by someone trying to reproduce this work

* Visual Studio 2010
* SDL version 1.2.3.4
* Funky Monkey tutorials: http://www.blahdeblah.org
* …

**Tasks undertaken:**

List key tasks likely to help another developer

This section should resemble a tutorial – the goal is to allow another coder to reproduce your work following these steps.

Eg: (Good)

* Download and install Visual Studio
* Download and install DirectX
* Configure VS Project File to point to the DX lib folder
* Compile sample code

Not: (Bad)

* Read the source code
* I had some trouble with SDL, so I spent a couple of weeks doing other spikes
* Run code
* Write Spike Report

**What we found out:**

Describe the outcomes, and how they relate to the spike topic + graphs/screenshots/outputs as needed

**Open issues/risks** [Optional – **remove** heading/section if not used!]**:**

List out the issues and risks that you have been unable to resolve at the end of the spike. You may have uncovered a whole range of new risks as well.

* eg. Risk xyz (new)

**Recommendations** [Optional – **remove** heading/section if not used!]**:**

Often based on any open issues/risks identified. You may state that another spike is required to resolve new issues identified (or) indicate that this spike has increased your confidence in XYZ and should move on.

Map Design:  
A diagram of a kitchen and living room

Description automatically generated

How this assignment left me:  
