**Spike:** Spike 21

**Title:** Control Mapping & Configuration Files

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**Goals / deliverables:**

Create a program that captures the use of keys, that can reload them, and that can remap those keys.

Besides this report, what else was created?

For example: UML diagram, code, reports

* Three C++ files:
  + Main.cpp
  + Player.cpp
  + InputManager.cpp
* Two C files:
  + Player.h
  + InputManager.h
* One text file.

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

* Visual Studio Community 2022
* SDL version 2.30.8
* Lazy foo: <https://lazyfoo.net/tutorials/SDL/index.php>

**Tasks undertaken:**

* Download VS Community 2022
* Download SDL2
* Configure project properties to include all SDL2 libraries to files
* Configure system environment variables to include the path to the SDL2 libraries as well
* Create all files for the classes, and the text file
* Compile code.

**What we found out:**

I found out how to capture input events made by the user, and how to remap the action of one key to another.

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

* The only issue that I find is that if you start pressing keys without reloading or remapping them, it only shows the key you’re pressing, and not the action committed.