

FIT2096 - Games Programming 1

Lab Week01: C++ Test

NOTE: This unit assumes a base knowledge of C++. If you have trouble completing this test you will have difficulties doing well in this unit. Please talk to your tutor about options if you have concerns.

Submission

You should finish this in about one hour. Zip up your solution and submit it to:

- ‘Week01 C++ Test’ section on the Week 1 page for FIT2096 on Moodle.
- Files must be submitted by 5 pm, Tuesday Week 2

Task

You will need to be familiar with C++ for this unit. Pointers and memory management are particularly important in games, so look over the Week 1 C++ Refresher guide, then work on the following.

Open Visual Studio and create a C++ project

- You will be making a very basic inventory system, which will need these sections
 - A base `Item` class for all items which will need at least:
 - A name
 - A description
 - At least two different item types, `Keys` and `Coins`.
 - An `Inventory` class which will need to be able to do the following
 - Add items
 - Remove items
 - List all the items currently in the inventory
- Write code in `main()` for your classes that
 - Creates the inventory
 - Creates at least three items and adds them to the inventory
 - Lists all the items in the inventory
 - Removes and deletes an item
 - Lists the inventory again to show that it has correctly updated