

# 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