

**Spike:** Task 11**Title:** Game Graphs from Data**Author:** Luke Valentino, 103024456**Goals / deliverables:**

Summarise from the spike plan goal

Besides this report, what else was created?

For example: UML diagram, code, reports

- Code see <https://github.com/LukeValentino138/COS30031-2023-103024456>
- Design Images
- Spike Report

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

List of information needed by someone trying to reproduce this work

- Visual Studio
- <https://cplusplus.com/reference/>
- Swinburne Games Programming Lectures

**Tasks undertaken:**

- Implement the map and vertex classes outlined in the Swinburne lectures.
- Create a data file to pass in. (I used a json file).
- Edit the Vertex and map\_graph class to work with this new data. This might include changing the typedef's to include strings.
- Create load\_map function in map\_graph to load data from json file into data structure.
- Load the file using a command line argument.
- Create basic game loop to test out game.

**What we found out:**

Using the provided Swinburne code, I was able to implement a map data structure for the graph. Maps provide great utility in many situations that arise in creating a video game.