**Spike:** Task 11

**Title:** Game Graphs from Data

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**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.