Spike Report

## Goals/Deliverables

* Find how the level loading works.
* Document the different tiles available and what each of them do.

## Technologies, Tools and Resources used

* Excel
* Visual studio code
* C++

## Tasks Undertaken

* Look through the code that loads levels and trace function calls to find how level loading works.
* Look through already made levels and find how each tile is used.
* Test each tile by editing a level to add each tile.
* Document each tiles behaviour and interactions with other tiles.

## What was found.

* All available level editor tiles and their functionality (in separate document)
* How levels are loaded in code

## Issues

* Level editor requires manual adjustments to a .txt file with no immediate feedback to what your change has done.
* Layers can potentially be different sizes which will cause unexpected issues with loading.

## Recommendations

* Make a better method of editing levels.
* Potentially throw an error when two layers for the same level are not the same dimensions.