

Spike: 6**Title:** Basic Game Data Structures**Author:** Michael Williams, 7668481**Goals / deliverables:**

- Code
- Data Structure Report

Technologies, Tools, and Resources used:

- Visual Studio IDE
- www.cplusplus.com
- <http://en.cppreference.com/w/cpp/container>

Tasks undertaken:

- Research different data structures and their features.
- Write small test programs to learn how their functions work.
- Determine which of the data structures suit the needs of the program best based on ease of use and functionality.

What we found out:

We found out about some of the different data structures which are present in the C++ STL library. We learned that some features are specific to some data structures based on their container type (associative, sequence, unordered associative etc.).

In the end, we decided to implement a vector. This is due to its simple use coupled with the amount of functionality it supports.