

Spike: 5**Title:** Game State Management**Author:** Michael Williams, 7668481**Goals / deliverables:**

- Code
- Spike Planning
 - Rough paper design.

Technologies, Tools, and Resources used:

- Visual Studio IDE
- www.cplusplus.com
- www.draw.io
- Various sources related to State Patterns

Tasks undertaken:

- Develop spike plan on paper to determine how the program will run and interact.
- Research any unfamiliar topics (State Pattern)
- Create and build code skeleton.
- Implement a single state.
- Incrementally add the remaining states while ensuring the code builds each time.

What we found out:

We found out how to implement the State design pattern in order to handle the different stages of a game. We found this solution to be quite elegant as the states themselves determine the flow of the game.

This implementation is exceptional at allowing the game to be expanded by adding extra states.

