Spike: 1
Title: Simple Game Loop

Author: Michael Williams, 7668481

Goals / deliverables:

- Code
  - DataResources.h
  - IOProcessor.h
  - IOProcessor.cpp
  - MoveHandler.h
  - MoveHandler.cpp
  - Source.cpp
- Spike Plan
  - Rough paper design.

Technologies, Tools, and Resources used:

- Visual Studio IDE
- www.cplusplus.com

Tasks undertaken:

- Develop spike plan on paper to determine how the program will run and interact.
- Research any unfamiliar topics (2D array initialisation etc.)
- Create and build code skeleton.
- Incrementally add functionality while ensuring the code builds.

What we found out:

We found out how to implement a simple blocking game loop using the Visual Studio IDE and C++ as the programming language.

We decided to go straight to an object oriented version of this program by ensuring that our plan was designed for this. For the planning we did two models, a rough sequence diagram and class model in order to plan the flow and interactions of the game.