**Spike:** 6

**Title:** Basic Game Data Structures

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**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.