**Spike:** 13

**Title:** Graphs and search

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**Goals / deliverables:**

The primary goal of this spike is to create some additional A.I. Behaviour such as the AI being able to behave on its own as well as making the best decisions as long as possible until the end of the simulation.

**Technologies, Tools, and Resources used:**

* Pycharm 3.1. for Microsoft computers
* Python 3.3, for separate testing.
* Additional research e.g. the python website.
* Microsoft word for the construction of this document.
* Refer to simple code A.I. in spike 13.
* This spike is known as spike\_13\_report\_9718648.

**Tasks undertaken:**

This section should resemble a tutorial – the goal is to allow another coder to reproduce your work following these steps.

* Created extra behaviour and printed out test in the run until zero function at the bottom of the file.
* Keep testing to make sure the program works and find out how it can possibly be extended.
* Run code.
* Write Spike Report.

**What we found out:**

The outcome was testing the program, Making sure the errors were corrected and what happened once the code was executed.

**Open issues/risks:**

* It was tricky trying to create something from scratch because you have no idea where to start.

**Recommendations:**

* Make sure you use one program you are comfortable with and stick with it because performance varies on each program you come across when coding in them. My choice was Pycharm rather than python.