

Spike: 16

Title: Solider On Patrol

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Goals / deliverables:

- Code
- Report

Technologies, Tools, and Resources used:

- Latest Version of the Visual Studio Code or the Python IDE
- GeeksforGeeks: <https://www.geeksforgeeks.org/python-functions/?ref=shm>
- W3schools: https://www.w3schools.com/python/python_classes.asp
- Computer/Laptop

Tasks undertaken:

- Download and install the latest version of the Python IDE or Visual Studio Code
- Download and install Git bash terminal
- Use the git bash terminal for configurating and running the code while the code is initialised in a folder
- It uses the CGI to create and manage various graphical elements for a game or simulation. Specifically, it's creating a vehicle as a triangle shape, setting up circles for wander information, and creating arrow lines to represent force and velocity vectors.

Open issues/risks:

List out the issues and risks that you have been unable to resolve at the end of the spike. You may have uncovered a whole range of new risks as well.

- No graphical agents were able to appear
- No patrol was able to occur
- No attack was able to occur