**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