

# Task 16 – Spike (ext): Configuration Files

**Context:** Configuration files allow for more flexible products if implemented correctly. Loading a configuration file instead of using hard-coded values increases game design opportunities.

**Knowledge/Skill Gap:** The developer has experience loading a file, but has not created a robust, reusable, scalable configuration file.

**Goals/Deliverables:**

[CODE] + [SPIKE REPORT]

NOTE: If you choose to do this extension, do this AFTER doing the earlier spikes to build on them.

Extend your current Zorkish Spike to include an expanded “Adventure” file.

Your new file should:

1. Be easy to produce with different values, so you should show at least two different working configurations.
2. Go beyond a graph implementation to include one of the following:
  - a. Entities (items, containers, etc.)
  - b. Commands
  - c. A unique idea you have confirmed with your tutor

**Recommendations:**

- Make sure you read through the Zorkish spec to see what parts be best suited to sitting in this file
- It may be worth it to wait until you’re tackled later spikes to come back to this one