

Task 6 Spike: GridWorld Multithreading

EXTENSION

Context

The non-blocking game loop is a more sophisticated implementation of the game loop concept. It is the most common form of game loop used by modern games.

Knowledge/Skill Gap:

The developer is unfamiliar with the non-blocking game loop.

Goals

Create a console program that implements the GridWorld game using multi-threading to create a non-blocking game loop. The loop must execute continuously, only processing input when it occurs, and only providing output when necessary. The GridWorld game should be implemented with a timer that demonstrates continuous operation of the thread.

Expected Output

Repository

1. Code
2. Spike Report

Canvas

1. Spike Report

Notes

Consider doing this later

You don't have to do this now! You can come back to it later if you want to do it and as your skills improve.

Clear the screen for more professional presentation

Use `system("cls")` (note: may need to be changed based on your system) to clear the screen then redraw. You can do this on a fixed timer to emulate a refresh rate, or just when some sort of input changes the output – avoid doing it every single loop.