

Spike: 6**Title:** Basic Game Data Structures**Author:** Parth Madhani,101901858**Goals / deliverables:**

- Code
- Data Structure Report

Technologies, Tools, and Resources used:

- Visual Studio IDE
- Canvas

Tasks undertaken:

- Research different data structures and their features.
- Determine which of the data structures suit the needs of the program best based on ease of use and functionality.

What we found out:

We found out about some of the different data structures which are present in the C++ STL library. In the end, we decided to implement a vector. This is due to its simple use coupled with the amount of functionality it supports over array or other data structures.