

Spike: 4**Title:** Game State Management**Author:** Parth Madhani, 101901858**Goals / deliverables:**

- Code
- Spike Planning
 - Rough paper design.

Technologies, Tools, and Resources used:

- Visual Studio IDE
- www.lucidchart.com
- Various sources explaining StatePatterns

Tasks undertaken:

- Develop a spike paper design to determine how the program will run and interact.
- Researching any unfamiliar topics (State Pattern)
- Implement a single state.
- Adding all states one by one while ensuring code runs/builds perfect.

What we found out:

In this spike we learned how to implement the State design pattern in order to handle the different stages in a game. This solution helps a lot as the states themselves determine the flow of the game which makes the game easier to understand and play. This way it also allows our game to be expanded by adding extra states.

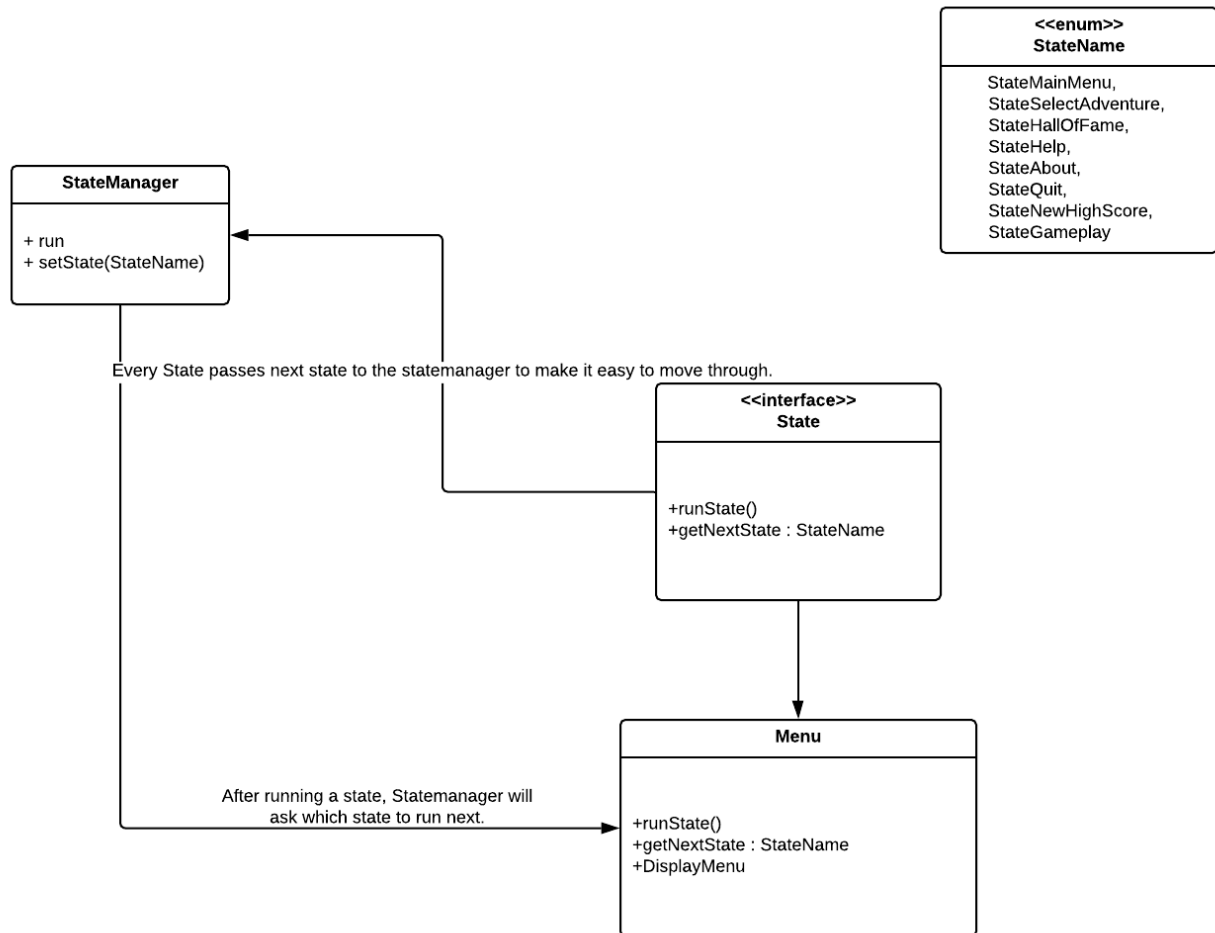


Fig 1.1 Paper Design (Basic UML for game)