**Spike:** 6

**Title:** Basic Game Data Structure

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**Goals / deliverables:**

Summarise from the spike plan goal

Besides this report, what else was created?

For example: UML diagram, code, reports

* Short report titled Data Structures Comparison
* Console Program created in Visual studio 2015

**Technologies, Tools, and Resources used:**

List of information needed by someone trying to reproduce this work

* Visual Studio 2015
* SDL version 1.2.3.4
* Containers description article : http://en.cppreference.com/w/cpp/container

**Tasks undertaken:**

List key tasks likely to help another developer

This section should resemble a tutorial – the goal is to allow another coder to reproduce your work following these steps.

* Research about different data structures
* Choose one data structure for the inventory

**What we found out:**

Describe the outcomes, and how they relate to the spike topic + graphs/screenshots/outputs as needed

After this spike, I got to learn a lot about the different data structures and their advantages and disadvantages. This helped me understand a bit better when to use which data structure.