**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

* Code see /spikes/spike04/
* Short report titled “ide comparison”
* …

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

List of information needed by someone trying to reproduce this work

* Visual Studio 2010
* SDL version 1.2.3.4
* Funky Monkey tutorials: http://www.blahdeblah.org
* …

**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.

Eg: (Good)

* Download and install Visual Studio
* Download and install DirectX
* Configure VS Project File to point to the DX lib folder
* Compile sample code

Not: (Bad)

* Read the source code
* I had some trouble with SDL, so I spent a couple of weeks doing other spikes
* Run code
* Write Spike Report

**What we found out:**

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

**Open issues/risks** [Optional – **remove** heading/section if not used!]**:**

List out the issues and risks that you have been unable to resolve at the end of the spike. You may have uncovered a whole range of new risks as well.

* eg. Risk xyz (new)

**Recommendations** [Optional – **remove** heading/section if not used!]**:**

Often based on any open issues/risks identified. You may state that another spike is required to resolve new issues identified (or) indicate that this spike has increased your confidence in XYZ and should move on.