**Spike:** 15

**Title: Spike 15, messenger**

**Author:** Benjamin (Ben) Fekete, 102946740

**Goals / deliverables:**

* Create a messenger handler
* Create a method to communication between 2 entities
  + Sender to send message to a receiver
  + Receiver to change state or some manipulation of data
  + Receiver to send back a message

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

* Visual studio
* Unordered maps
* Messenger design pattern

**Tasks undertaken:**

* Create a messenger class
  + Created a message method
  + Create a way to store entities
    - Used a umap for easy lookup using entity names
* Created attack command
* Updated json file to have hp and damage instead of modifier
  + Updated json loading