**Spike:** *12*
**Title:** Announcements & Blackboards

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**Goals / deliverables:**
The goal is to create a Blackboard that can send announcements to objects within the Zorkish world. Create a Specification sheet that will discuss how your message system works.

To create this spike, you require:
- Spike 11
- Basic understanding of Blackboards

**Technologies, Tools, and Resources used:**
List of information needed by someone trying to reproduce this work
- Visual Studio 2015
- Blackboard System
    - http://social.technet.microsoft.com/wiki/contents/articles/13461.blackboard-design-pattern-a-practical-example-radar-defense-system.aspx

**Tasks undertaken:**
- Create a new Blackboard class that can handle messages
- When a message is sent to the blackboard it needs to handle it and return if the message is true or false
- Add functionality for objects to react to the announcement.

**What we found out:**
- When setting up the Blackboard, you need to make sure that you include anything you thing is necessary for the blackboard to handle. Once you have finished the blackboard and it works properly you can remove any objects that weren't required.