

Messaging specs

Messages are sent from the one object to another. If the player wants to pick up an item from the location. It will send a message via a command which asks the location if it has the item. The location will receive the message when the message handler reads the message from the player. The location will then look at the message and see that the player wants to pick up the item. It will see if it has the item and if so it will return a message saying it has the item. The location should be able to see who is asking for the item because if the object can't handle an item it shouldn't send a message saying you can pick it up.