

Spike: 11

Title: Messaging

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Goals / deliverables:

The goal is to create a messaging system class when can send messages to other objects in the Zorkish world. Create a Specification sheet that will discuss how your message system works.

To create this spike, you require:

- Spike 10
- Basic understanding of Messaging

Technologies, Tools, and Resources used:

List of information needed by someone trying to reproduce this work

- Visual Studio 2015
- Message System
 - <http://www.drdobbs.com/cpp/message-handling-without-dependencies/184429055>

Tasks undertaken:

- Create a specification sheet
 - How are messages sent
 - How they are received
 - How they are address
 - How the objects receive messages
 - Can the object see who sent it
- Create a new Message class that can send messages
- Add functionality for objects to send and receive them.

What we found out:

- When setting up the game objects to accept and send messages. You need to distinguish what type of message it is and if the object should read it.