**Spike:** 15

**Title:** Messaging Systems

**Author:** Ben Holmes, 103024841

**Goals / deliverables:**

1. Design details for the message system (overall architecture, i.e. blackboard or dispatcher), expressed as class/module/sequence diagrams (or equivalent). Include a clear description of your message details.  
   (See notes below). Include the design details in your spike report.
2. A working demonstration that shows how your message system can:
   1. Send/Leave a simple message from one game entity to another (A to B) to change a state.
   2. Send/Leave a message with extra data from one game entity to another (A to B with data)
   3. Send/Leave a message response for the (A to B, B to A response)

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

* Visual Studio 2022
* Draw.io
* Word
* The Discord

**Tasks undertaken:**

* Use ComponentTest.json to test out the messaging system as it is the one with the components done
* Develop message board
* Create message board functions
* Create message class
* Create message use functions
* Adapt commands to use messages instead

**What we found out:**