**Spike:** Spike 15

**Title:** Messaging Systems

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**Goals / deliverables:**

Develop a messaging system that would be suitable to facilitate communication between game entities.

Besides this report, what else was created?

For example: UML diagram, code, reports

* C++ project composed of multiple classes called “Task\_15”.
* Text file called “Adventure.txt”

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

List of information needed by someone trying to reproduce this work

* Visual Studio Community 2022
* Notepad,
* Microsoft Word.

**Tasks undertaken:**

* Download and install VS community 2022.
* Copy, paste and open the code of the previous task 12.
* Create the “Message” class that holds the details about the send message and acts as a container for the data:  
  A screenshot of a computer program

  Description automatically generated
* Create the “MessageDispatcher” class that delivers messages between entities. It centralizes message delivery.  
  A screen shot of a computer

  Description automatically generated(TBH most of the work is done by the Entity class)
* Modify “Entity” class, allowing entities to send and receive messages, enabling communication between them.  
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* Compile and run code. (Image at the end of the doc.)

**What we found out:**

I found out how to make entities send and receive simple messages between each other. I also managed to make it work on a Zorkish type game.

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