

How messages are sent

Messages will be sent via an intermediary message handler who will determine who is the recipient of the message.

How messages are received and acted upon.

Each messageable object will have a receive message method which the message handler will invoke.

How messages are addressed

Messages are addressed using entity names (sword, chest, etc.)

What content is included in a message

A message will contain:

- Sender
- Receiver
- Message

This will all be stored as strings inside a message object.

How objects register to receive messages

Any object which implements the Messageable_Entity class will automatically be registered with the message handler.

Whether a message contains information about who sent it

A message will contain the sender in order to facilitate replies if required.