**How messages are sent**

Messages will be sent via an intemediary 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 faciitate replies if required.