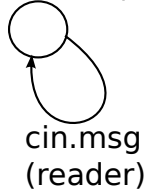


Notification

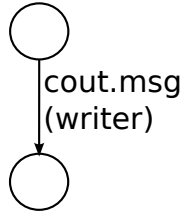
receiver

player cnote = cin
(leaves/enters, p) = msg



moveAgent

player = msg,
cout = room cin



player/agent



Spawn:
notification receiver:
cnote (reader)



cin.ret
(reader)

cout.cmd
(writer)

