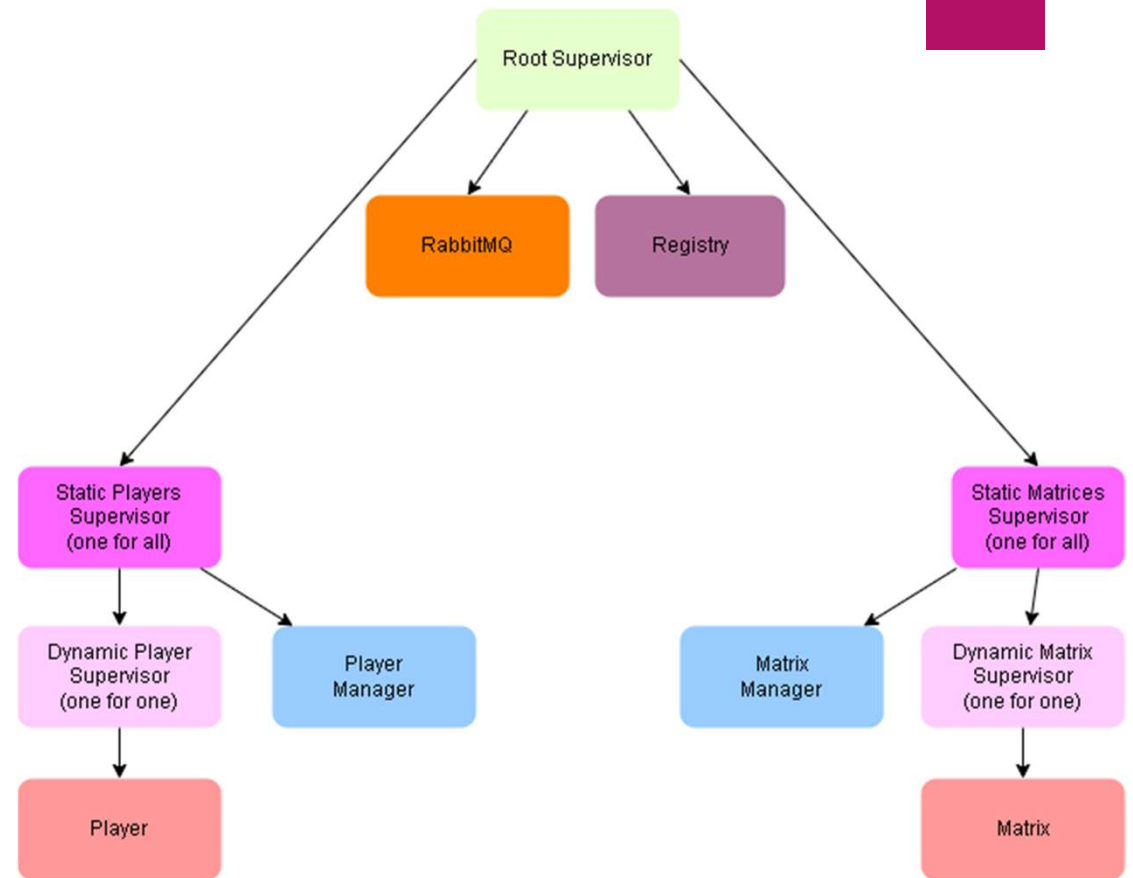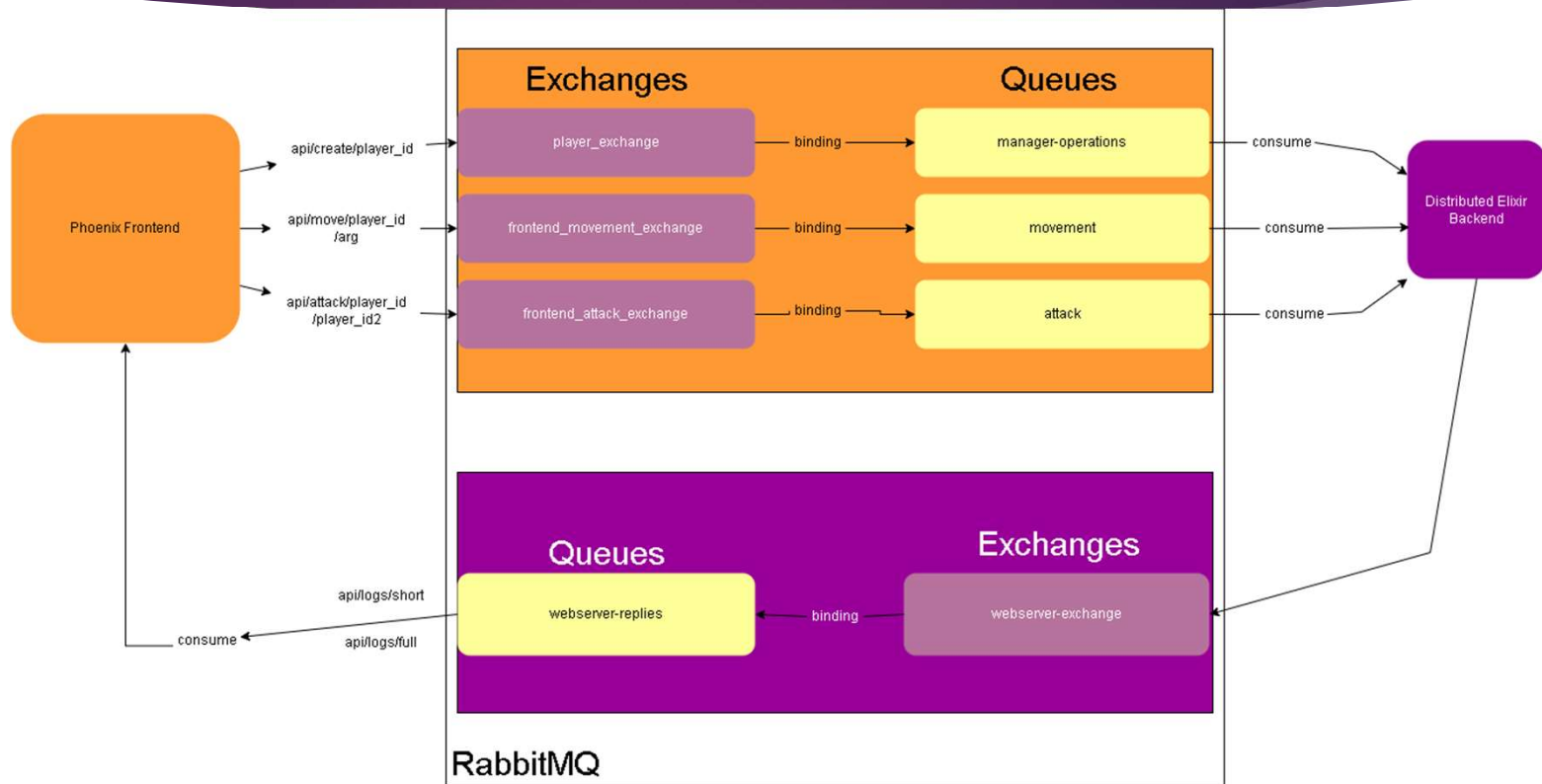# MMO Game

LOBKE & ILIAS

Schets OTP applicatie

Schets distributed applicatie

Phoenix Frontend

Creating a player

API call: `localhost:4000/api/create/<username>`

Ilias & Lobke's MMO Map

Nickname

[   ]

Start

How to play?

There is a 40x40 map made out of 1600 tiles. The border tiles are not accesible.

When a player enters the map, it spawns at tile (39, 39) and has HP of 100.
A player can move north, east, south or west on the map. It can only move 1 tile at a time.
A player can attack an adjacant player. The other player has to be in a radius of 1 tile in order for it to be hit. When two players are standing on the same tile, they can't hit each other. When a player is hit, it loses 10HP. If the player has no HP left after that, it respawns at start with 100HP.

Moving a player

API call: localhost:4000/api/move/<username>/N

Attacking a player

API call:localhost:4000/api/attack/<username>/<username2>

Ilias & Lobke's MMO Map

ilias tried to attack lobke

Currently playing as: ilias

Move To

North

East

South

West

Attack

lobke

Attack

Entering Global Chat

localhost:4000/<your_username>/chat

Ilias & Lobke's MMO Map

Currently playing as:
ilias

Global Chat

ilias: hey guys

Send Message

See Logs

API calls: localhost:4000/api/logs/full
localhost:4000/api/logs/short

["%{\"reason\" => \"- Player ilias moved to position (38, 37)\", \"request\" => %{\"arg\" => \"N\", \"command\" => \"move\", \"id\" => \"ilias\"}, \"result\" => \"moved\"}","%{\"reason\" => \"- Player ilias tried to attack no-one\",
\"request\" => %{\"command\" => \"attack\", \"id\" => \"ilias\", \"id2\" => \"lobke\"}, \"result\" => \"failed\"}","%{\"reason\" => \"- Player with name ilias sucessfully created\", \"request\" => %{\"command\" => \"create\",
\"name_player\" => \"ilias\", \"player_id\" => \"#Reference<0.832176896.1151336450.176727>\"}, \"result\" => \"succeeded\"}"]

Elixir Backend

Moving a player

- Mmo.Player.walk("player", :N)
- Mmo.Player.walk("player", :E)
- Mmo.Player.walk("player", :S)
- Mmo.Player.walk("player", :W)

Attacking a player

- Mmo.Player.attack("player", "attacked-player")

Get player data

- Mmo.Player.get_position("player")
- Mmo.Player.get("player")