

(Go Game Server)

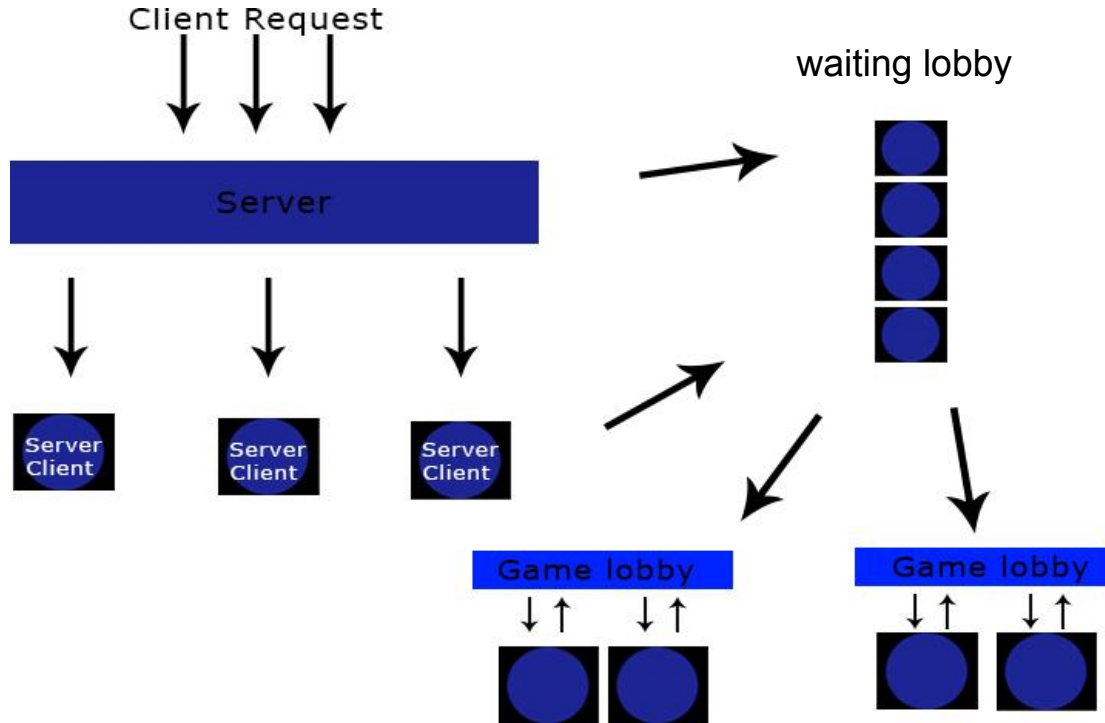
# Project GGS

**A generic game server in Go and Java**

# Introduction

- Server that can run arbitrary games
- Takes care of concurrent connections and multiple instances of the game.

# System Architecture



# Concurrency model

- Go
- Go routines
- Channels
- Independent clients

# Development tools

- Emacs, Eclipse
- Git
- testing package in Go, JUnit
- Godoc, Doxygen
- Makefile

# Process evaluation

- Efficient
- Good brainstorming
- Fair distribution of work