Why golang?

The reason we chose to use golang to create the engine. Was because it would deal with most of the stress of all the messages coming in from all the running applications. Golang is highly concurrent which made it perfect for this situation. It would allow many concurrent users per session up to 400 if implemented well, unlike other potential languages which would only allow up to 40 concurrent users. Golang also has up to date socket support which was the bread and butter for this platform to allow all the messages to be sent and at the required rate. A previous idea was to use Erlang which is what golang spines from but after consideration and research it was found that the socket support was not going to be good enough without implementing that part ourselves. Golang is also a fairly new language that tries to combine the concurrency of Erlang with the low level structure of C and its use of pointers. It is a strongly typed language with ability to use it like a loosly typed. And has easy syntax without use of trailing semi-colons or the like at end of statements. Which makes it very easy to read.