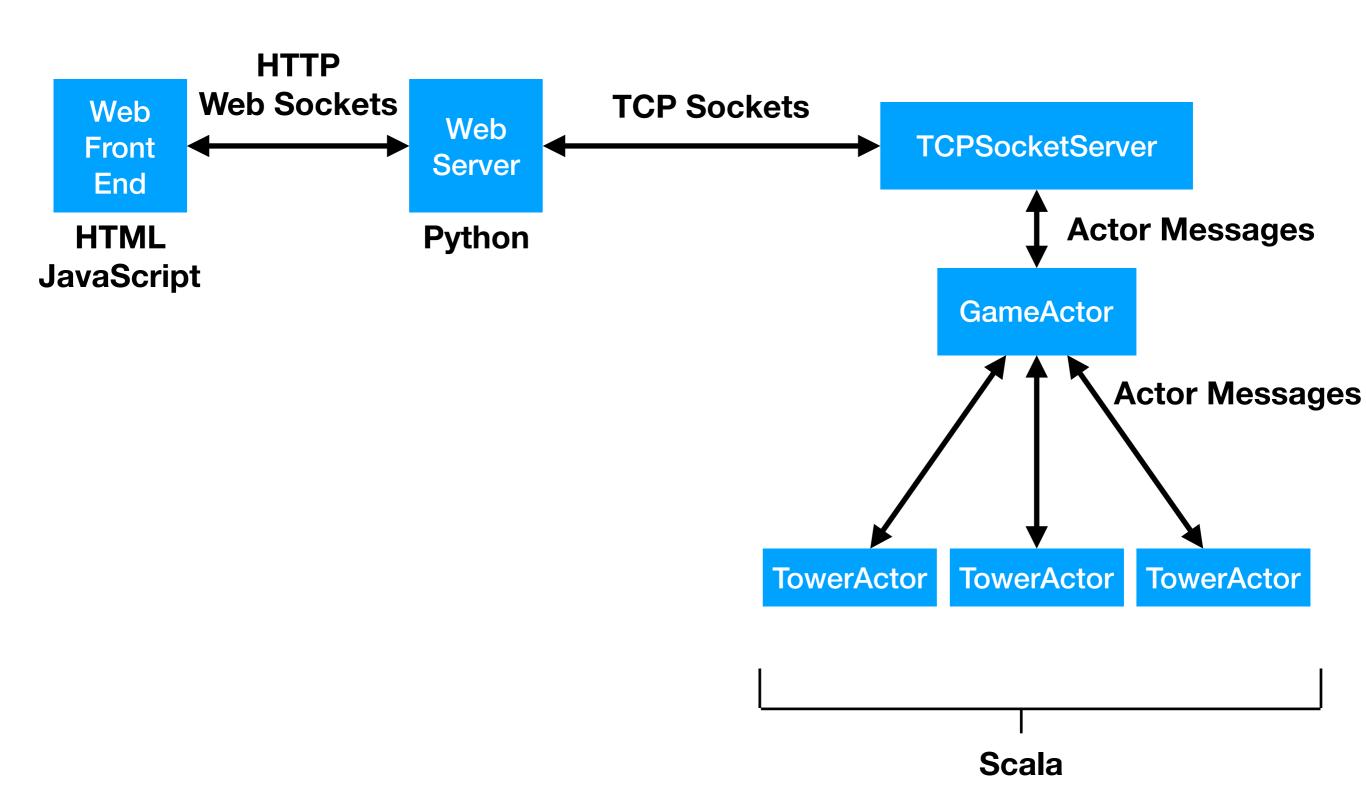
Towers with Actors

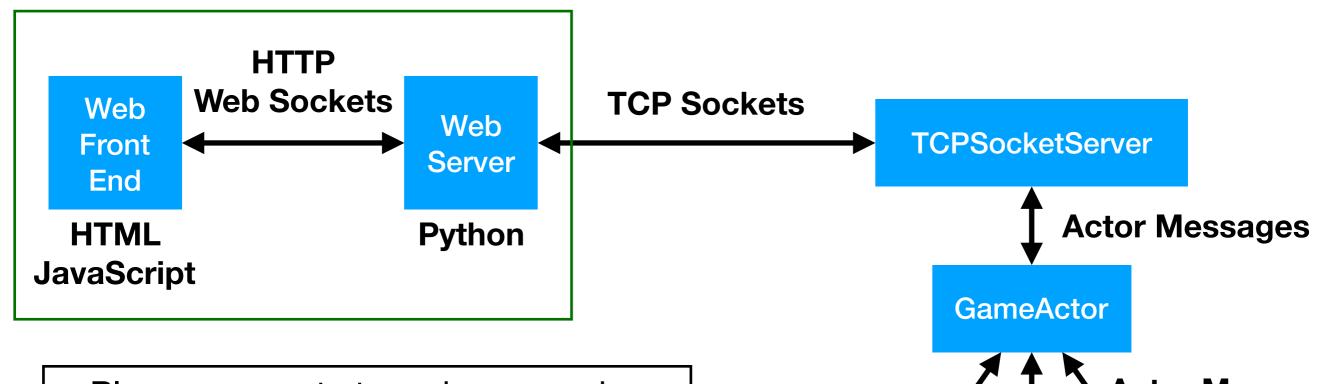
Lecture Question

Task: Study the provided Towers code and start the homework

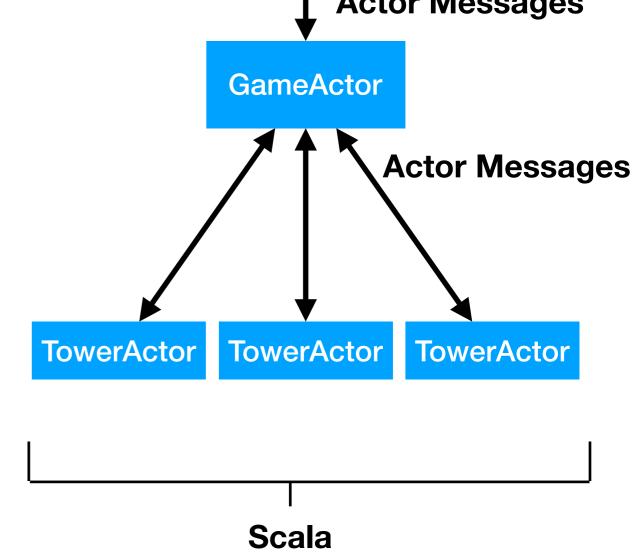
Free grader

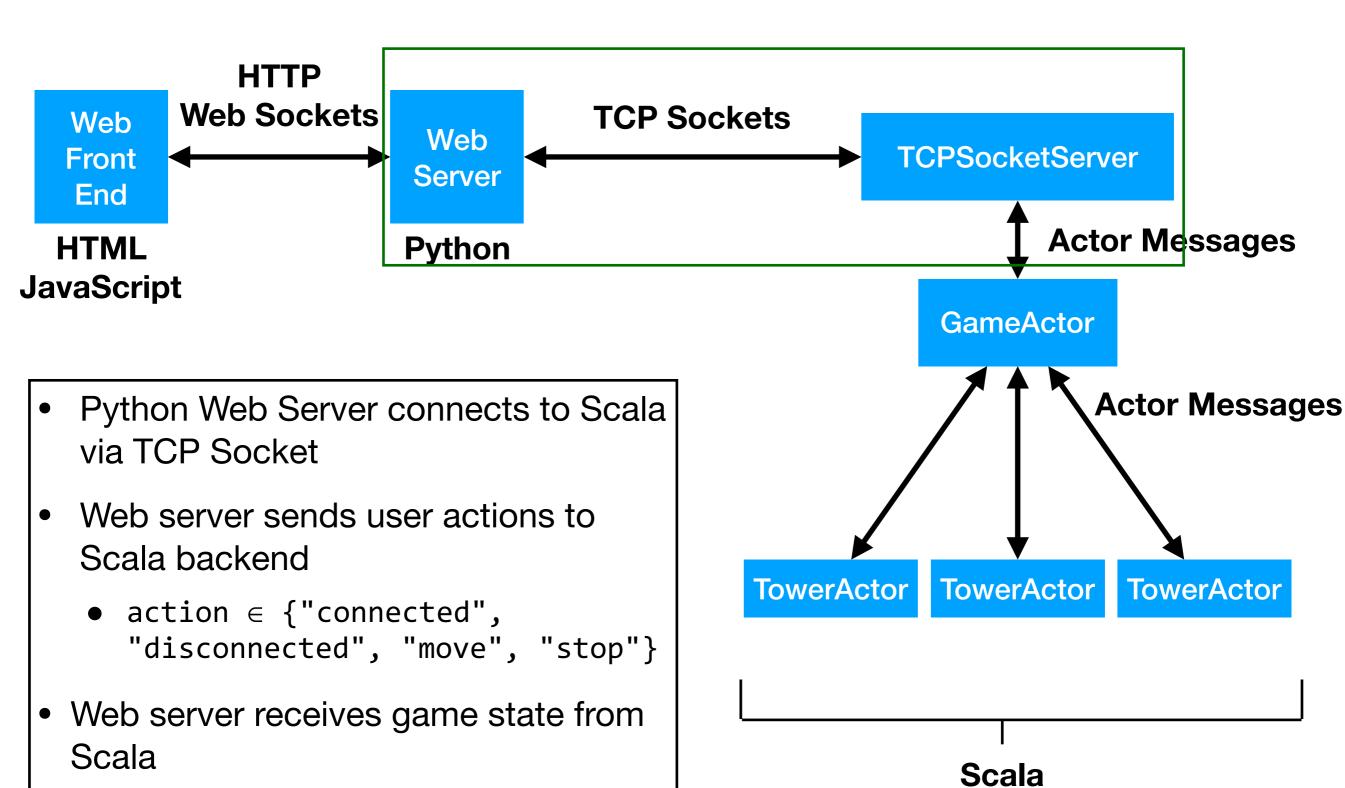
^{*} This question will be open until midnight



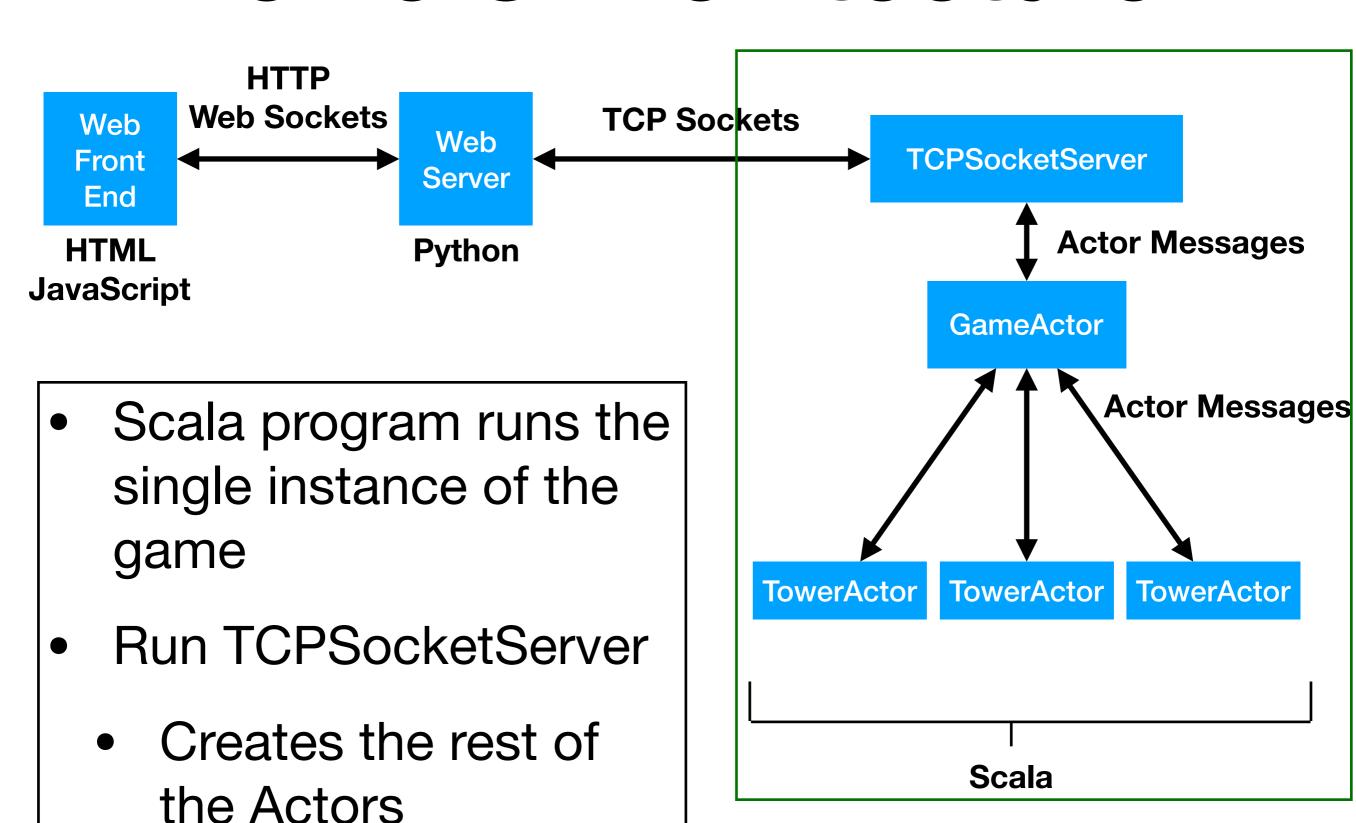


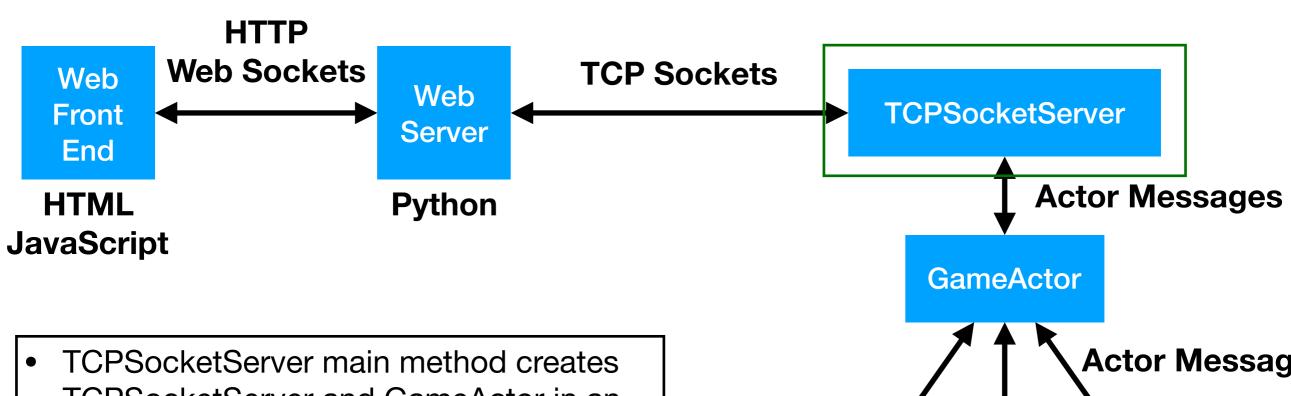
- Player connects to web server via HTTP request
- Download and parse/run front
 - HTML and JavaScript
- Connect to web server via
 Websocket for 2-way communication
 - Send user inputs
 - Receive and render game state



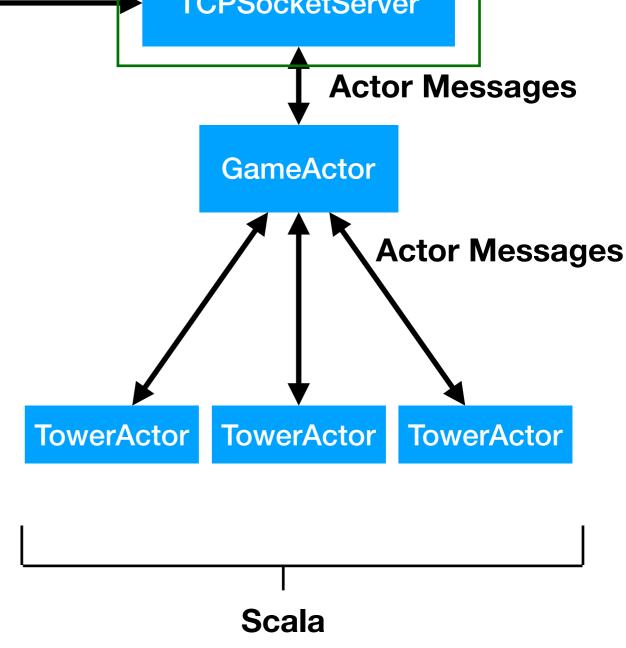


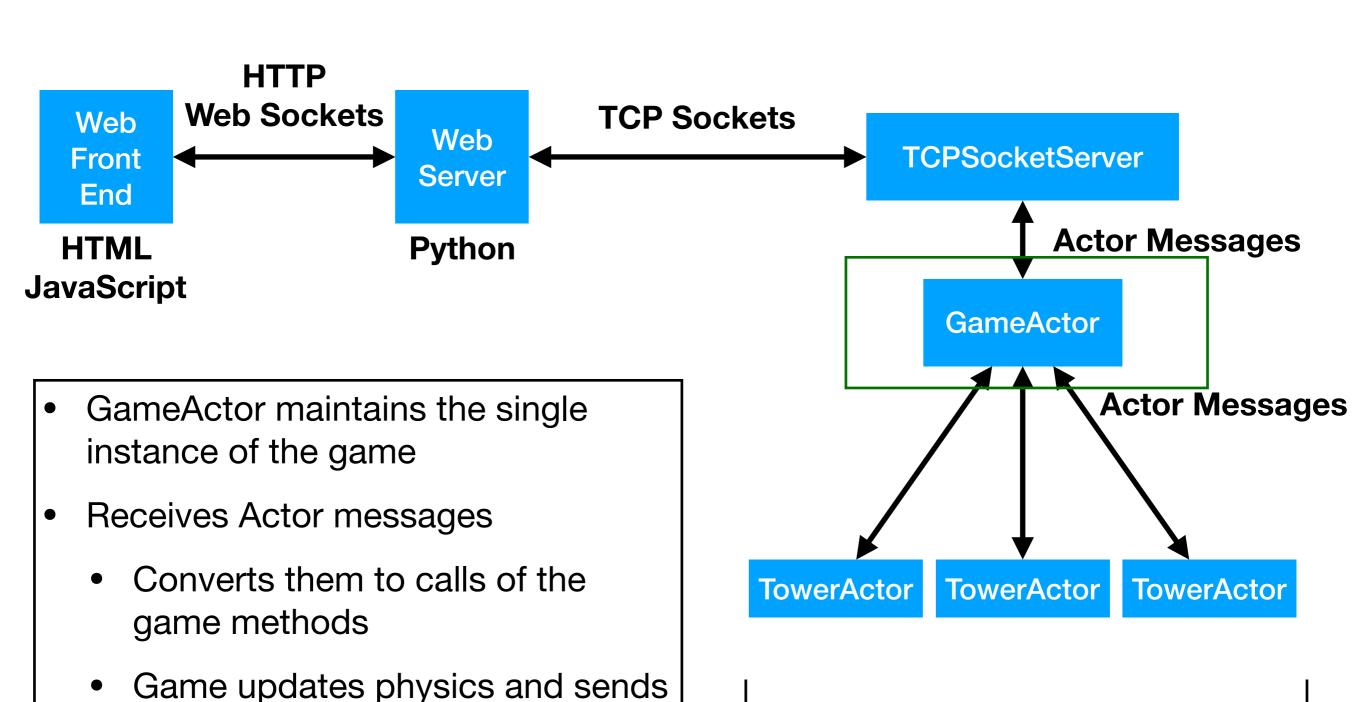
Broadcast game state to all players





- TCPSocketServer main method creates TCPSocketServer and GameActor in an ActorSystem
- Listens for TCP socket connections on port 8000
 - Connects to Python Web Server
- Receives user actions as JSON
 - Convert them to Actor messages and sends to GameActor
- Sends game state over TCP socket

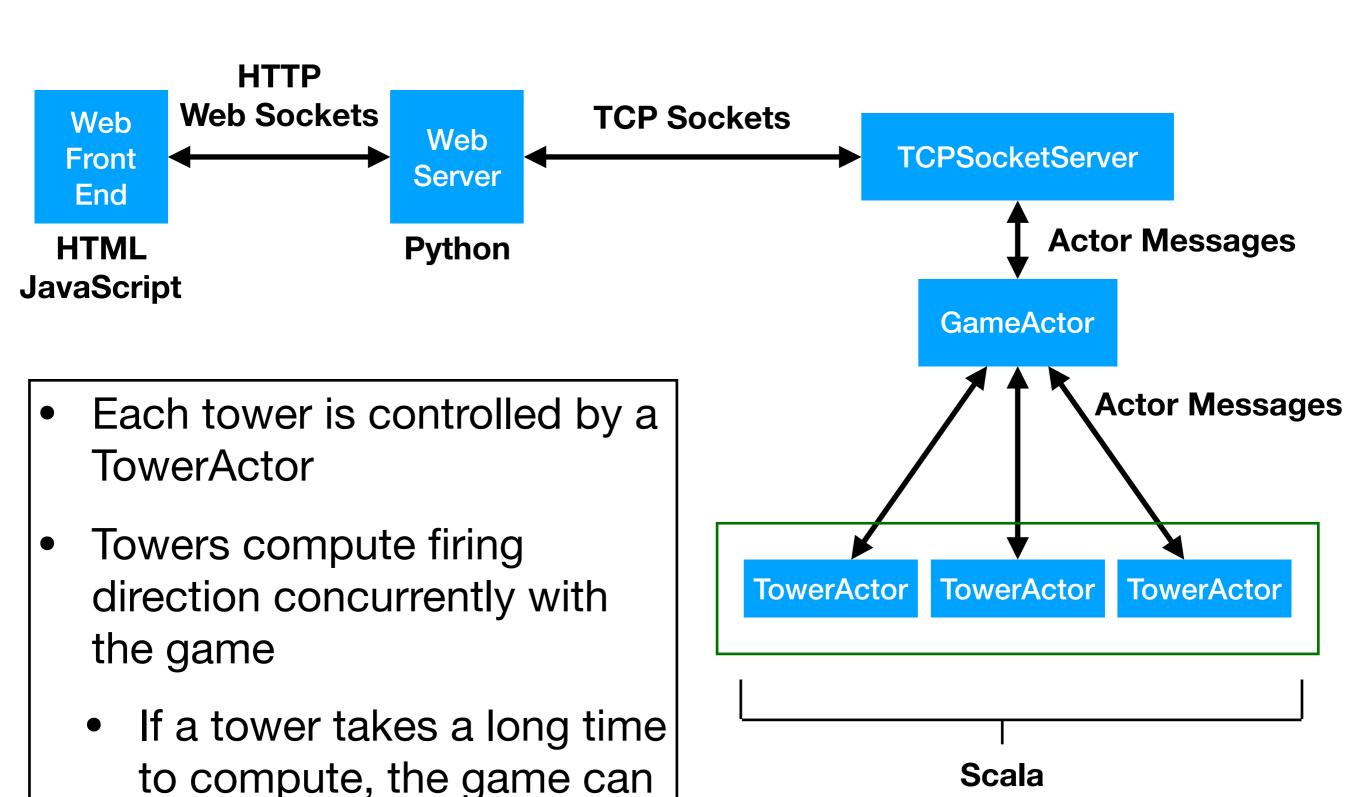




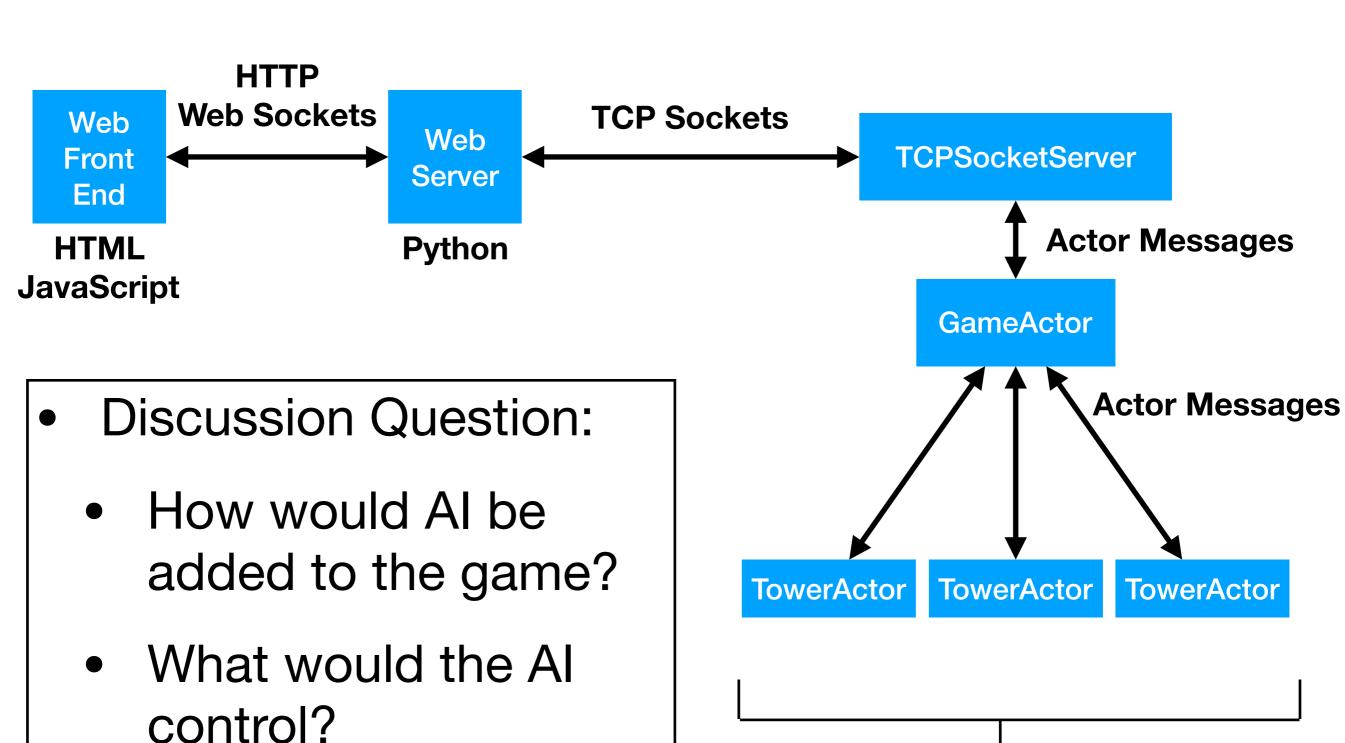
Scala

 Game does not know/care it's part of an Actor system

game state @ 30 fps



still run without lag



Scala

How would it behave?

Slow Towers Demo

 Let's run the game with slow towers and see if the actors behave as expected

Lecture Question

Task: Study the provided Towers code and start the homework

Free grader

^{*} This question will be open until midnight