

Banana-Tag

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We created a multiplayer game called Banana-Tag. In this game, everyone is “it” and everyone’s goal is to win by tagging all other players within the game. The rules are simple, if you’re tagged you are out. But if the person who tagged you is tagged, then you are back in! The only way to win is by tagging everyone else. In our version of the game, each player is represented by a circle with their name, and a tag occurs when two players run into each other on the screen.

Our visual graphics are handled using the pygame library in Python. We also perform most of the processing of player information using python as well. A big factor in our game is communication between all players and the central server. To achieve fluid communication and to ensure each player's screen can update in real-time, we leveraged Erlang’s native message passing to communicate between clients and the server. Our combination of Erlang and Python allows our game to play smoothly with multiple people playing simultaneously.

