PubNub Application Demo

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Introduction

For my demo application I have created a multiplayer adaptation of the classic Snake arcade game. The game's "Online Multi-Player" option leverages PubNub's real-time data technology; specifically publish / subscribe and presence feature sets. PubNub's service is instrumental in the match-making and game synchronization processes.

Requirements
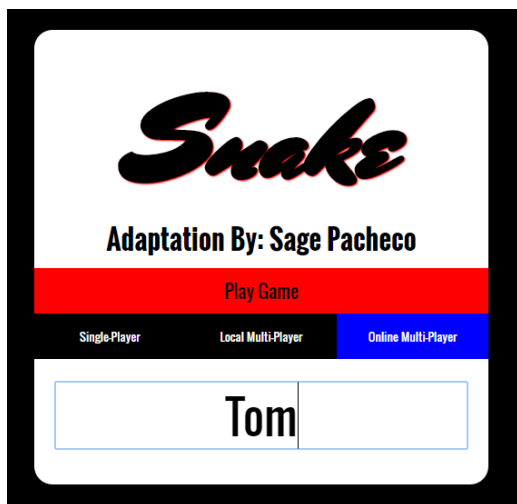

- A modern web browser
- Internet Connection

For the sake of portability this application has been built into a single HTML file.

Step 1:

Open the html file in the modern browser of your choice. Twice for the sake of multi-player testing.

Step 2:

Select "Online Multi-Player" and enter your preferred player name.

Step 3:

Select "Play Game" on each browser to initiate match-making.

Step 4:

Once match-making completes… the game will initiate the player vs player match. Use your directional keys to control your snake. The goal is to collect as much "food" as possible without crashing into yourself or your opponent.

Disclaimer:

This is an early build, so if any noticeably strange behavior occurs… please refresh both browsers. Have fun! ☺