

Erlang Final Project- Erl Of Thrones

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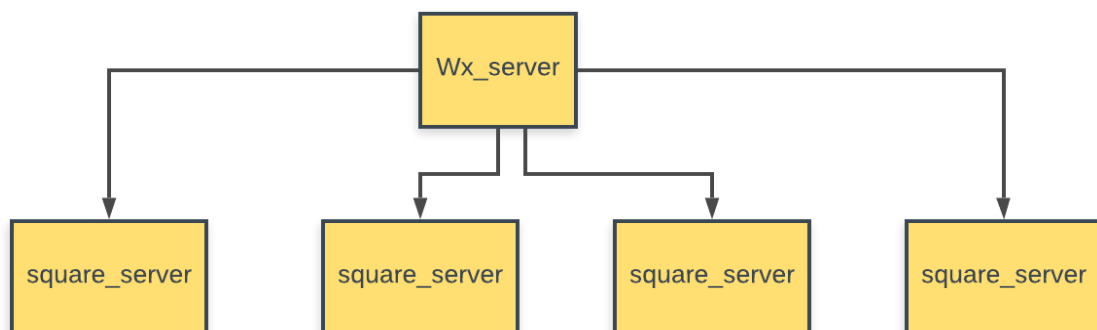
Our project is a simulation of one of the battles in the Game Of Thrones series, implemented in erlang.

It is assembled of 4 characters:

1. knight – searches for the whiteking and escapes from the whitewlakers.
2. whiteking – spawns whitewalkers.
3. whitewalker – chases knights and multiply by eating them.
4. dragon – undefeatable and searches for the whiteking.

Each character is implemented in a different erlang file, using the fsm server OTP.

Block design:



Wx_server: responsible of presenting the simulation to the screen using wx widgets. Implemented by wx_object OTP. Also acts as a supervisor to initiate, monitor and manage the 4 square servers. If quarter is down, it calls another square server to cover it while trying to reconnect. It contains several ets tables to preserve the current situation on every time of the simulation.

Square_server: each square server controls different quarter of the screen. It contains the characters' processes and updates them as the simulation evolves. If one of the squares crushes, it is covered by another quarter.