All function names are works in progress

Snek: A python program which creates and manages a matrix array representing a game of Snek. Accessed by just_snek_things_server.erl via erlport.

- Start_game(): creates a new board
- Add_player(): adds a new player to the board
- Get_moves(): gets new moves via erlport
- Give_board(): outputs the current board state as a matrix

Just_Snek_Things_server.erl: An erlang gen_server which takes orders to spawn games, join games and make moves from the Just_Snek_Things.erl and game board information from Snek

- Join_game()/add_player(): passes requests from Just_Snek_Things.erl via erlport to the Snek python program
- Spawn_game()/Start_game(): passes requests from Just_Snek_Things.erl via erlport to the Snek python program
- Receive_moves()/give_moves(): passes moves from Just_Snek_Things.erl via erlport to the Snek Python program
- Get_board()/send_board(): passes moves from the Snek Python program via erlport to Just_Snek_Things.erl.
- End_game()/Game_over(): passes quit/end requests from Just_Snek_Things.erl to the Snek Python program

Just_Snek_Things.erl: an erlang gen_server which takes orders from players and Just_Snek_Things_Server.erl

- Join(): passes a request to join a game from terminal to Just_Snek_Things_Server.erl
- Start(): passes a request to start a game from terminal to Just_Snek_Things_Server.erl
- Get_moves()/send_move(): takes moves from terminal and passes them to Just_Snek_Things_Server.erl
- Quit/send_quit(): take a request to leave a game from terminal to Just_Snek_Things_Server.erl
- Give_board()/receive_board(): asks for boards from Just_Snek_Things_Server.erl and passes them to the pygame client

PyGame Client: takes input from Just_Snek_Things.erl and presents it on screen.