Just Snek Things

Anne Oursler, Lexi Galantino, Matt Turner

Our project can best be described as distributed Snake. We use erlang gen_servers to allow users to create and join multiplayer games of Snake. Actual calculation for a given game is done in a python program, which is in regular contact with the game server via erlport. The server then communicates with every client gen_server attached to the given game to send updated boards and receive moves from each player. The board is then represented on users' screens via erlport translation to a python gui.

The concurrency in our project comes from the various players' ability to move and function at the same time across a shared domain (the board), which is handled via erlang messaging.