\**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.