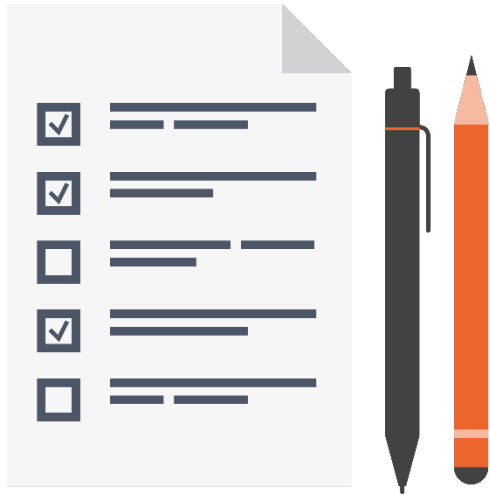# Building the Player and Game Controller Actors

Jason Roberts

@robertsjason | dontcodetired.com

Overview

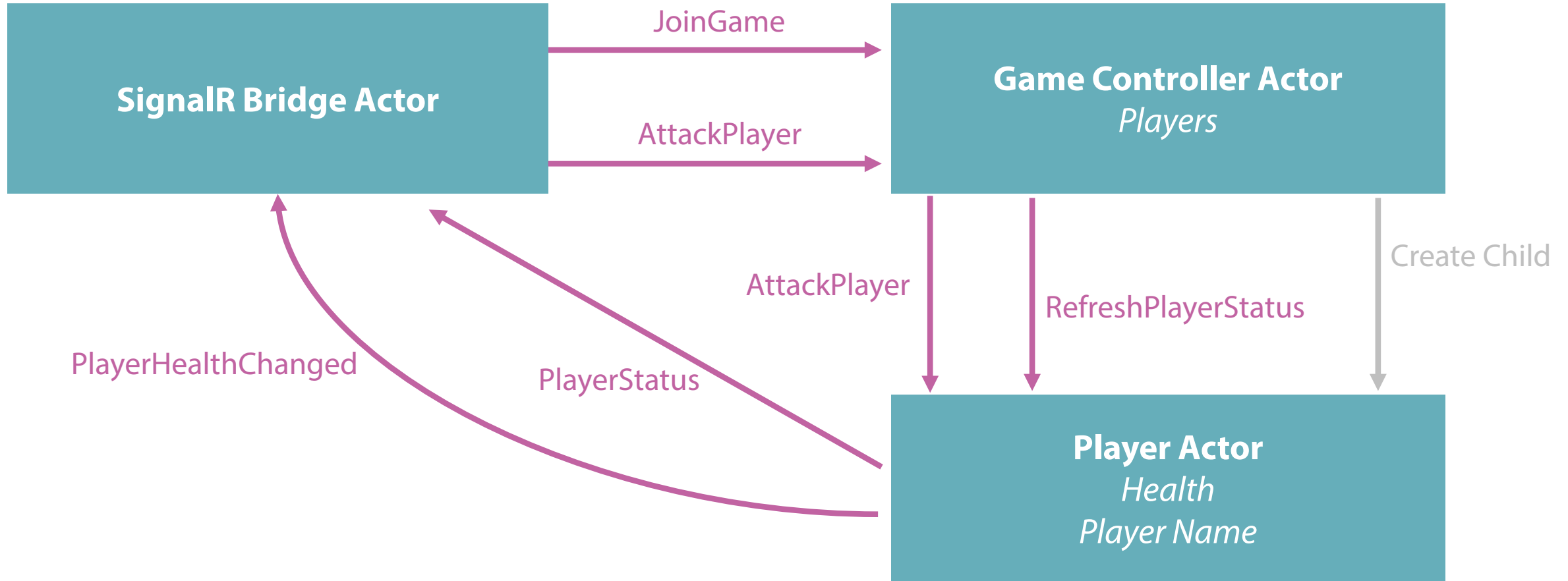Designing the actors and messages

Create message classes

Create an actor to represent a player

Create an actor to coordinate the game

Instantiate an actor system in ASP.NET

Designing the Game Actor Model

SignalR Bridge Actor

Game Controller Actor
Players

JoinGame

AttackPlayer

Create Child

AttackPlayer

RefreshPlayerStatus

PlayerHealthChanged

PlayerStatus

Player Actor
Health
Player Name

Creating the Message Classes

JoinGameMessage

RefreshPlayerStatusMessage

PlayerStatusMessage

AttackPlayerMessage

PlayerHealthChangedMessage

Creating an Actor to Represent a Player

Create a PlayerActor class

Inherit from Akka.NET ReceiveActor

Add player name and health state

RefreshPlayerStatusMessage

AttackPlayerMessage

Creating the Game Controller Actor

Add GameControllerActor class

Add dictionary of child player actors

JoinGameMessage

AttackPlayerMessage

Instantiating the Actor System in ASP.NET

Add GameActorSystem static class

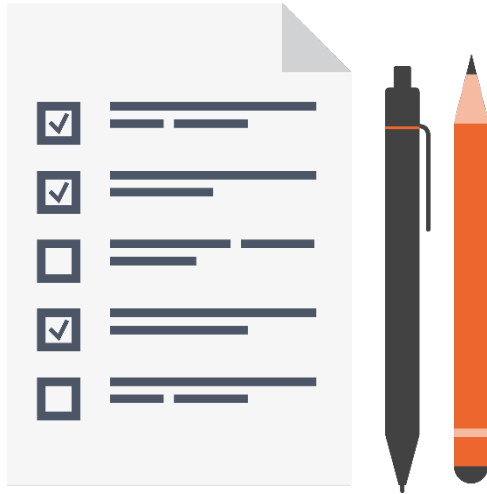Create() & Shutdown() methods

Static GameController actor reference

Application_Start()

Application_End()

Summary

Designed the actors and messages

Created the message classes

PlayerActor class

GameControllerActor class

Static GameActorSystem class

Global.asax

Next:

Integrating Akka.NET with SignalR