Project architecture

Group [REDACTED]

Top-level architecture overview

For our project we are implementing peer-to-peer. We are writing in GO. As for the protocol, we are using UDP to broadcast.

Module structure

Assigner – assigning each order to correct elevator

Communication – overview of peers and elevators alive on network

Network – UDP, peer-to-peer. Only implemented handout code

Single Elevator – Functionality for a single elevator. The elevator is handled by an order manager, that we now are trying to implement in our WorldViewManager.

Obstruction does not work.

WorldView – Sharing the same world view with all alive elevators. Each elevator always knows everything about each other as this is broadcasted at all times. Cyclic counter is used to take care of hall and cab orders. We are still working on how to move between the Requeststates in the cyclic counter.

Struggling with merging the world views and making sure no orders are lost in between. Visualizing using a cyclic counter and an acklist for each order to keep track of who has acknowledged the orders. Requeststates: None, Unconfirmed, Confirmed and Complete. Wanting all elevators to be at Unconfirmed and confirming simultaneously on a specific order so that we know that no orders are lost. This is why we have implemented an acknowledge list for each order – to create a barrier between Unconfirmed and Confirmed.