SETGames

Scala Project Presentation – WS 2016/17

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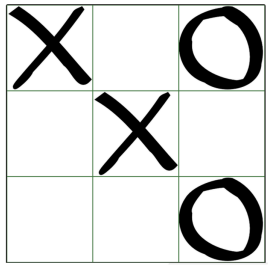
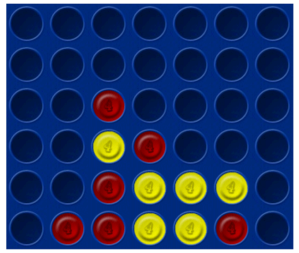
Project description

Web application with a choice of 2-player strategic games:

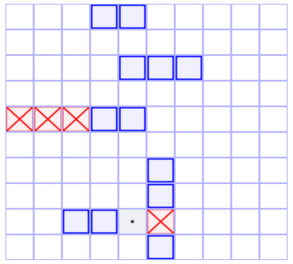
- Tic Tac Toe



- Connect Four



- Battleship



Frameworks and libraries used

- Play framework

- Akka framework

- Slick

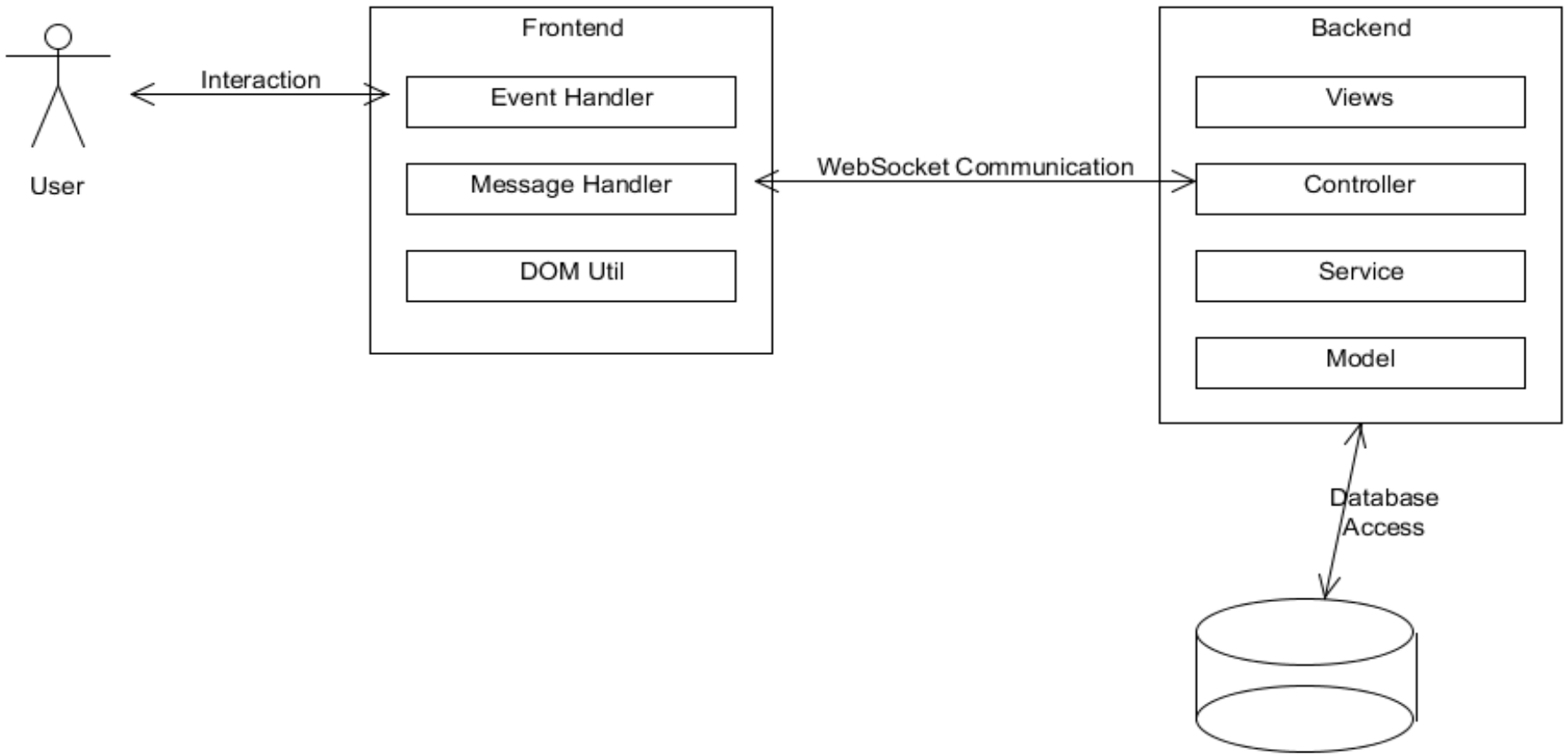
- ScalaJS & ScalaTags

Features

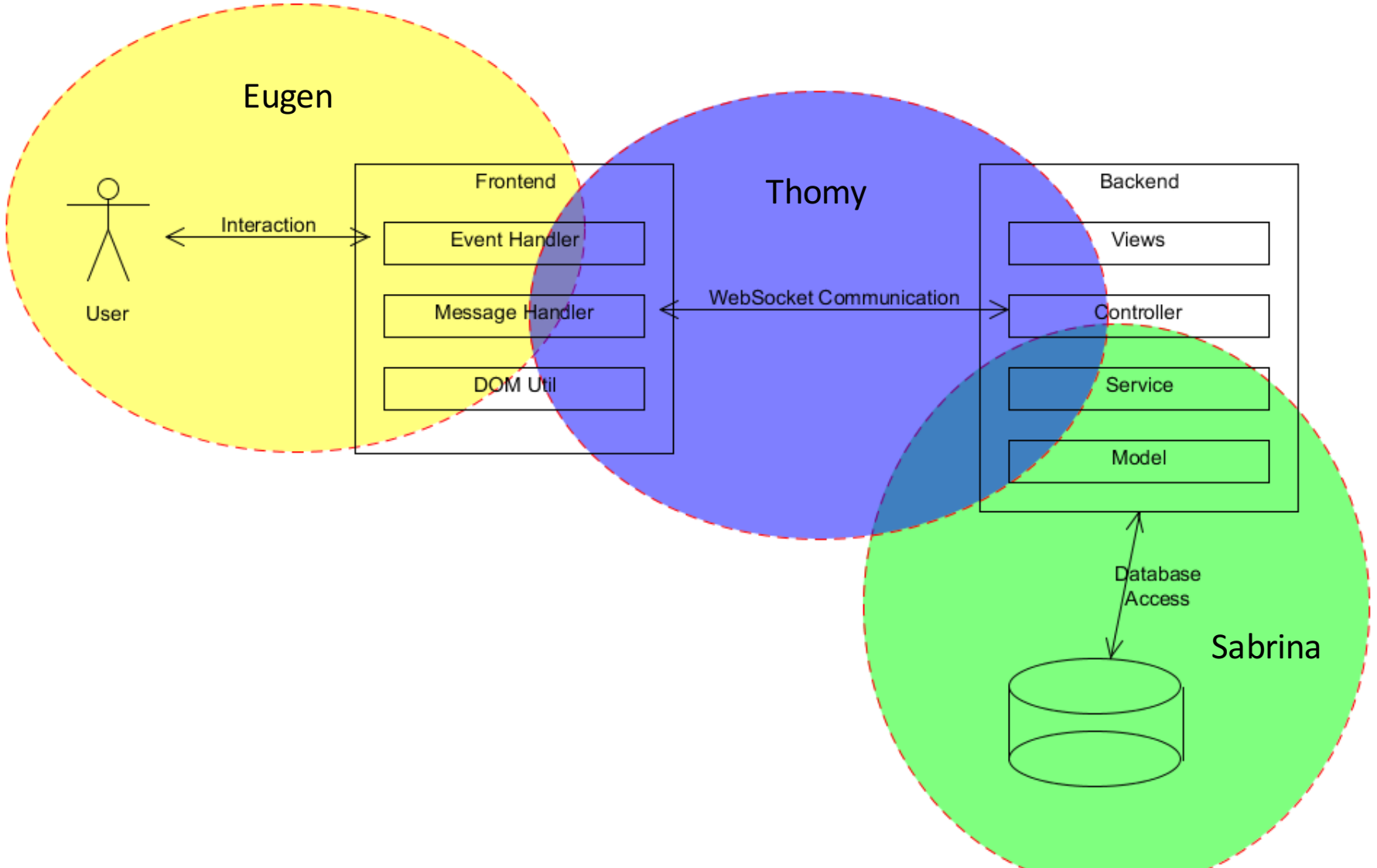
- Registration and login ✓
- Inviting other users to a match ✓
- Accepting and declining match invites ✓
- Playing against each other ✓
- Writing messages to other players ✓
- Notifications about events (message, invitation etc.) ✓
- ELO score ✓

DEMO

Architecture



Contributions



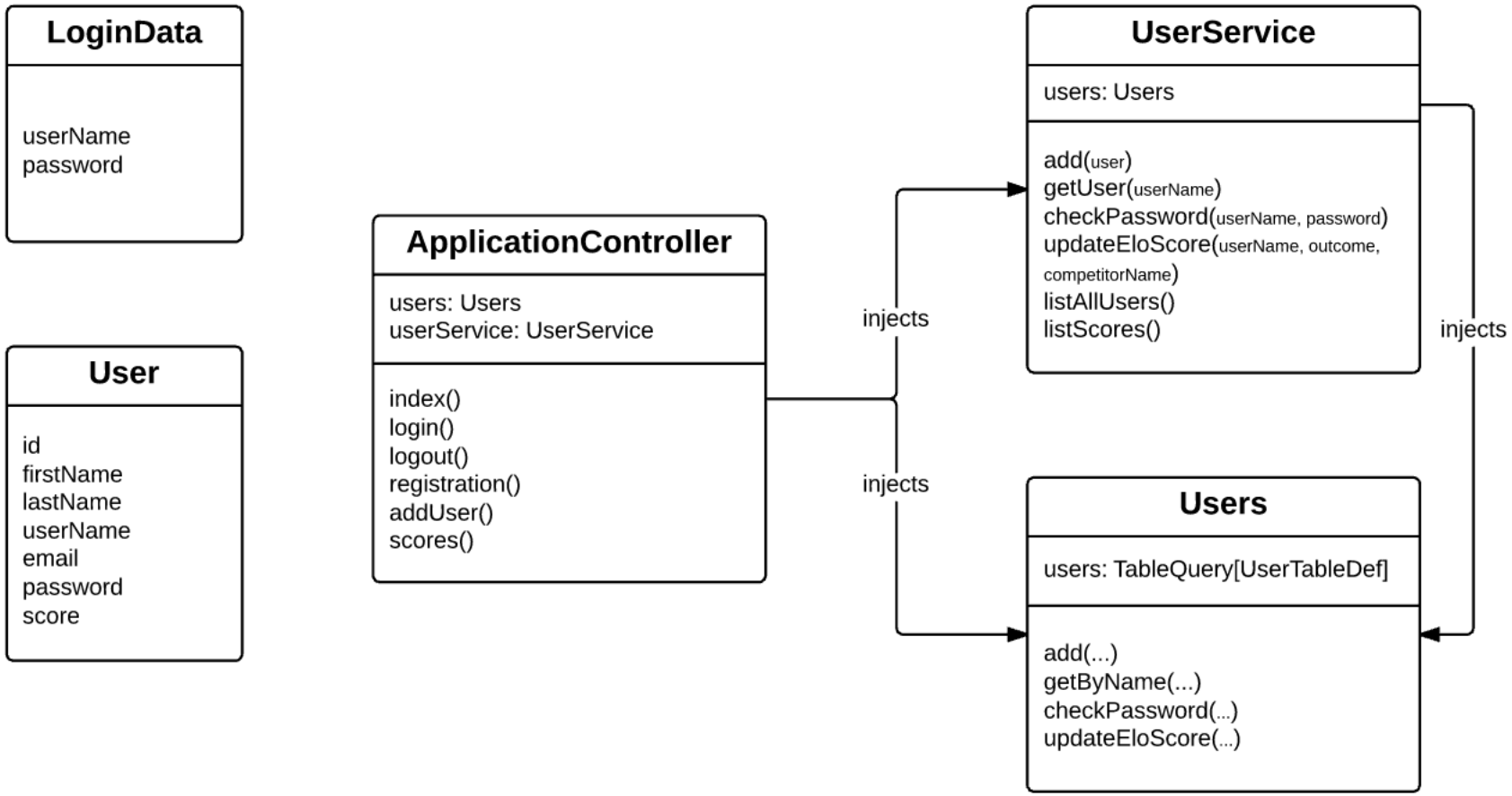
Concepts used

- Cake pattern (game back- and frontend)
- Decorator pattern (messaging)
- Monads
- Generics
- Higher order functions
- Case classes & pattern matching
- Collections & for-comprehensions

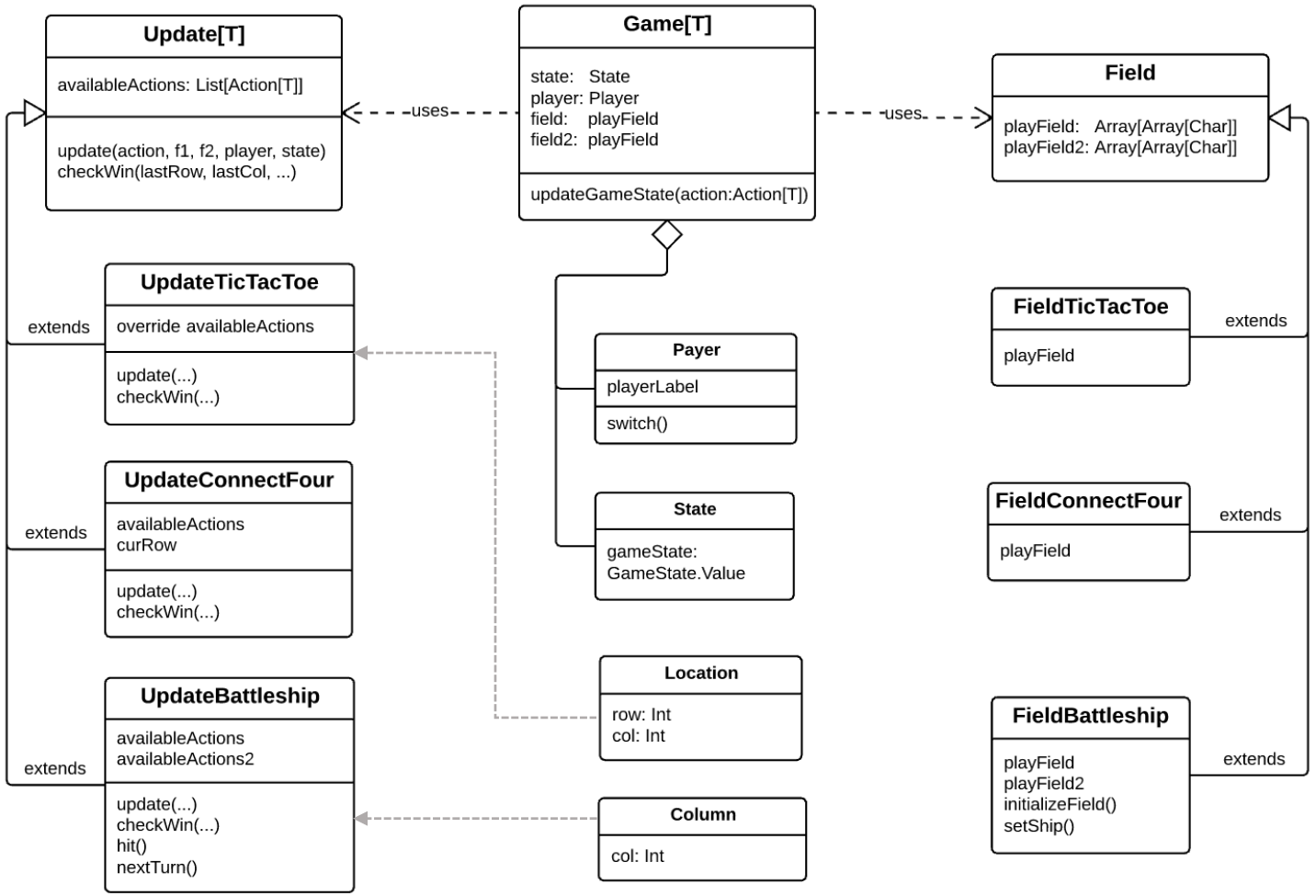
Thank you!

Questions?

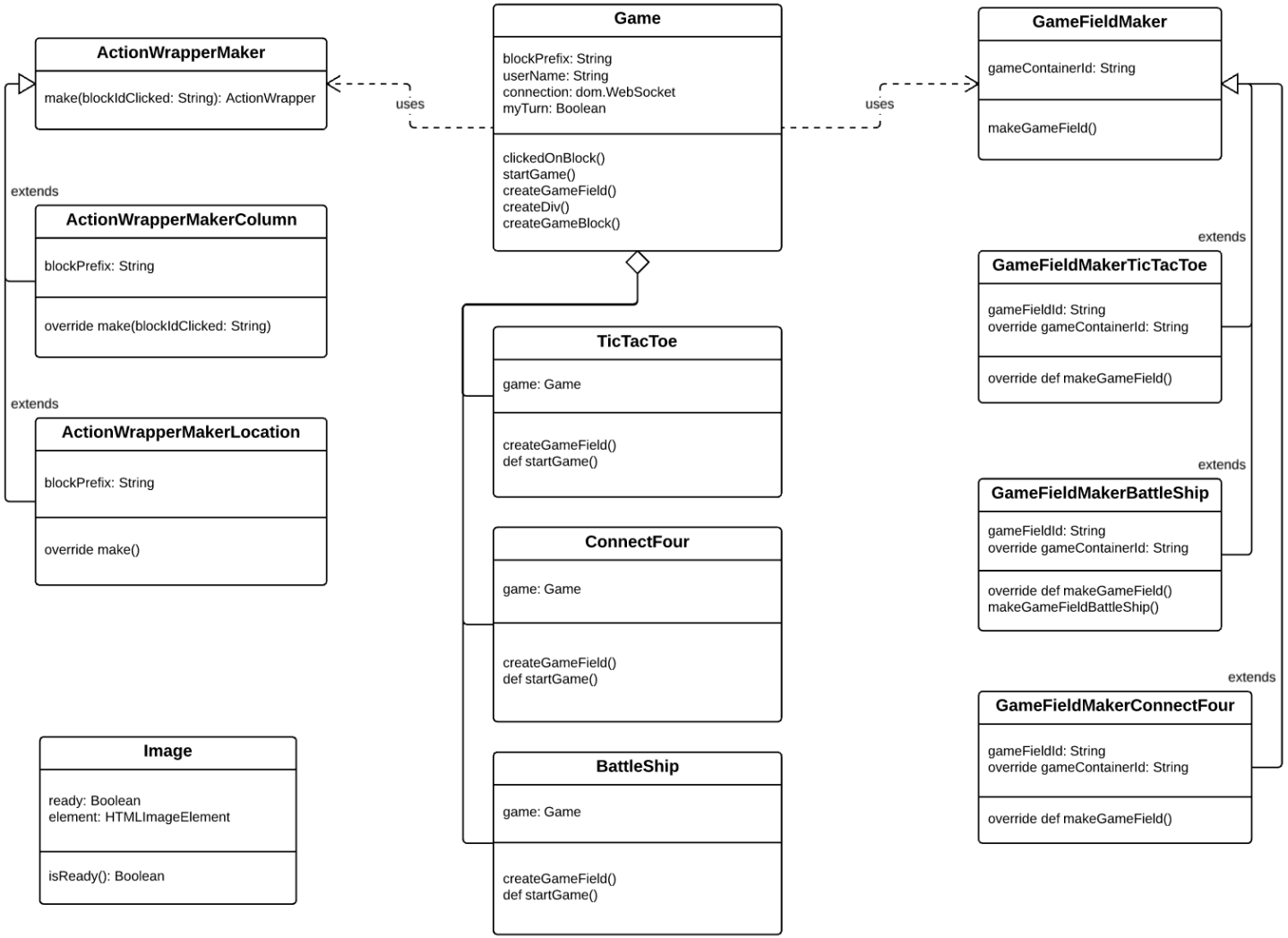
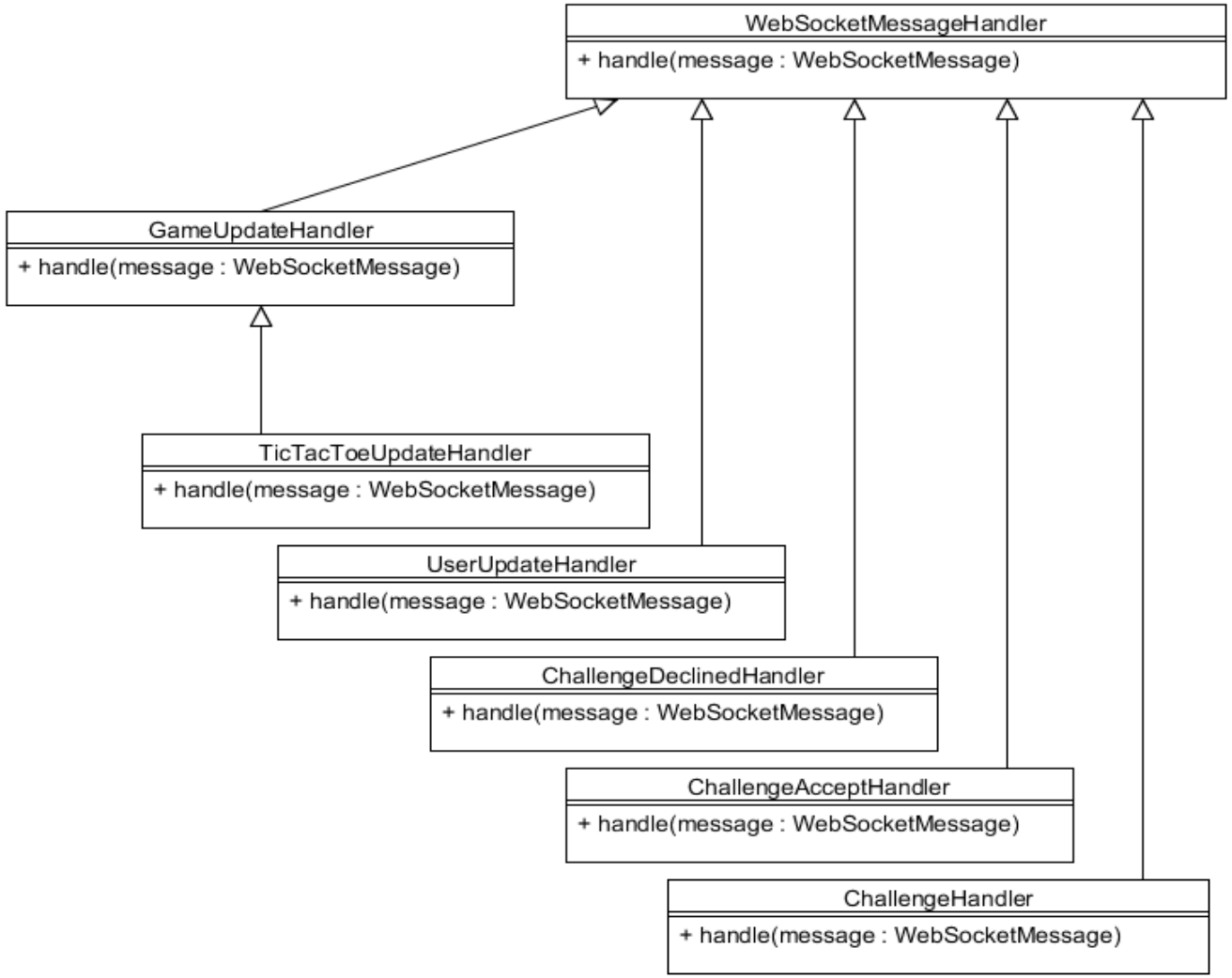
Login & Registration



Games Backend: Cake Pattern



Games Frontend: Cake Pattern



Client: Decorator Pattern