Browser-based MMO Game with Akka and Play!

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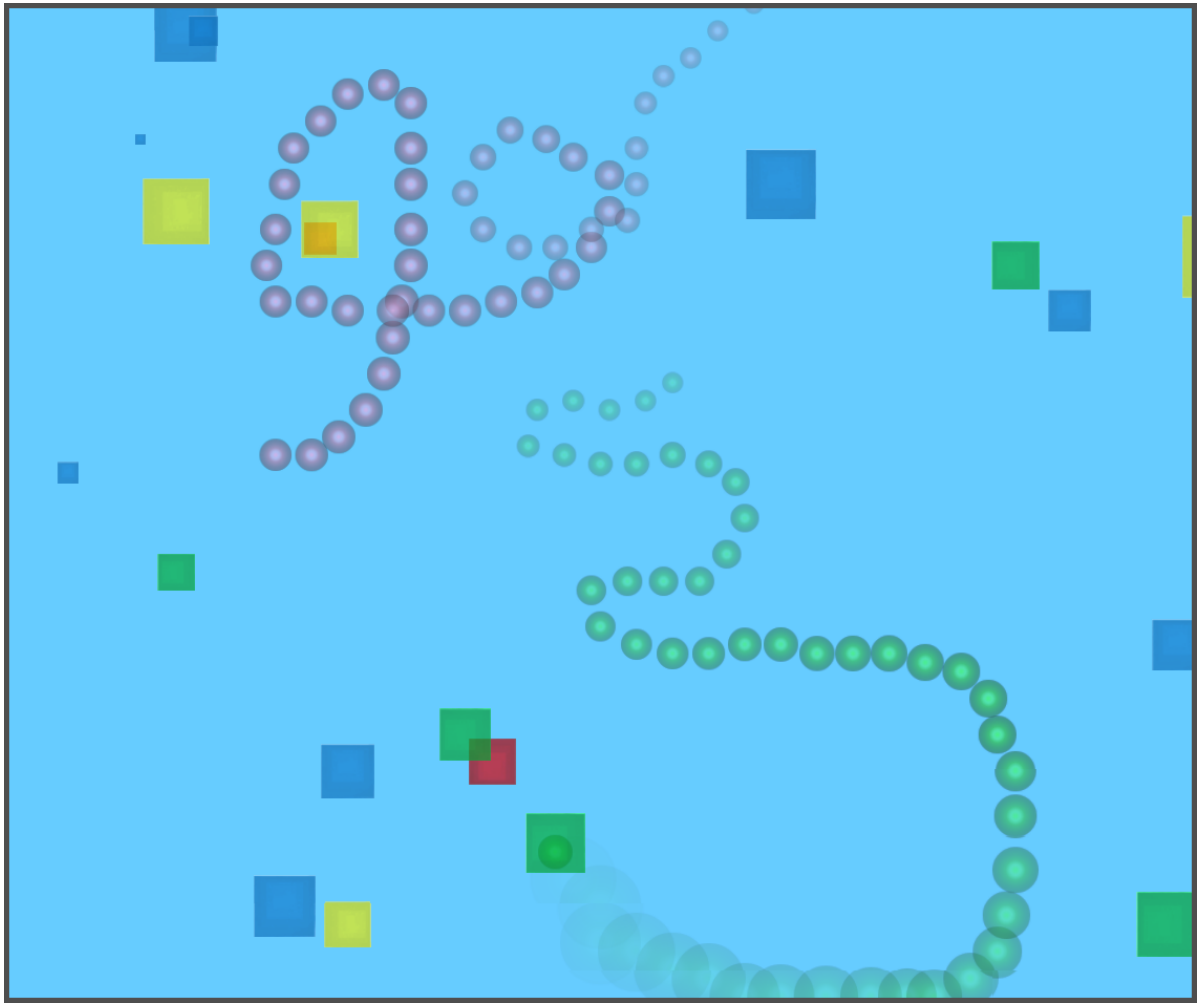

Source code: https://github.com/pkukielka/QuickPath

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- Easy to work with Json

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- Play console, sbt

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- Logs (log/ directory)

Expensive tasks should be performed in separate threads using Future[Result]. Async { } is an helper method that builds an AsyncResult from a Future[Result].

```
def index = Action {
  val futureInt = scala.concurrent.Future {
      intensiveComputation() }
  Async {
    futureInt.map(i => Ok("Got result: " + i))
  }
}
```

Use WebSockets instead of Comet when possible!

```
def index = WebSocket.using[String] { request =>
  // Log events to the console
  val in = Iteratee.foreach[String](println).mapDone {
    _ => println("Disconnected")
  }

  // Send a single 'Hello!' message
  val out = Enumerator("Hello!")

  (in, out)
}
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Let's see it in practice!

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val sum: Iteratee[Int,Int] =
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Different look..

Iteratee is just a state machine in charge of looping over state Cont until it detects conditions to switch to terminal states Done or Error.

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```
val integerEnumerator: Enumerator[Int] =
  Enumerate(45, 33, 25, 45)

val fileEnumerator: Enumerator[Array[Byte]] =
  Enumerator.fromFile("some_file.txt")

val dateGenerator: Enumerator[String] =
Enumerator.generateM(
  play.api.libs.concurrent.Promise.timeout(
    Some(12345),
    500
  )
)
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```
val enumerator = Enumerator(123, 345, 456)
val iteratee: Iteratee[String, List[String]] = ???

val list: List[String] =
  enumerator through Enumeratee.map(_.toString) run
      iteratee
```

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