

CSC 462 Plays Pokemon

aka we're not doing Assignment 4a/4b

Justin Richard - Tyler Potter - Denholm Scrimshaw - Adam Kroon



Kappa



Kappa123



Pogchamp



Stinkycheese

Unless you've been living under a rock...





Pokemon!



Twitch Plays Pokemon Red

- Marriage between community driven gaming experience in Twitch and cult classic game Pokemon Red
- Hundreds of thousands of players driving a game via chat input **AT THE SAME TIME**
- Basic moveset includes A,B, Up, Down, Left, Right, Select Start
- Game modes later entered: Anarchy and Democracy
- Pokemon Red play through completed in 16 days, 7 hours, 50 minutes and 9 seconds (actually)

Twitch Plays Pokemon Red: The Chosen Six



OMANYTE



aabaaajss



AA-J



AAAAAAAAAAA



AIIIIIIRRR



AATTVVVV

Pause for the lords prayer

Our Helix, who art in fossil, hallowed be thy shell. Thy evolution come, thy will be done, In Kanto, as it is in Sinnoh. Give us this day our daily gym badge, and forgive us our start spam, as we have forgiven those who pressed down on the ledge, and lead us not into the way of the domed one, but deliver us from Eevee, for thine is the move-set, the rare candy, and the SS Anne ticket, Amen

Well Done, My Children



IT'S STILL BEING PLAYED TODAY!

<https://www.twitch.tv/twitchplayspokemon>



Our Project:

- Create twitch plays pokemon, but not hosted on twitch
- Where does distributed work take place?
- Playing under the rules of democracy...MAP REDUCE!
- Create web front end that talks to master node
- Utilize AWS resources to execute workload
- Master node divides work up to slaves to be parsed
- Slaves return a total of each move entered into chat to be aggregated
- Master sends the chosen move decided on by Map Reduce to the host, and the game executes the move

LIVE DEMO TIME

Please use a laptop to access

<http://54.213.250.201/>

Google Chrome for best experience