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| Software Engineering of Distributed Systems Kungl Tekniska Högskolan |
| Problem and Solution of Goldy |
| Seminar Paper of Distributed Systems |

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Problem and Solution of Goldy

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This is a paper for a seminar of distributed systems. There are four parts in this paper. Firstly this paper shows a distributed game named Goldy and implemented with Erlang. Then it will describe the problem of Goldy. After that it will give some solution of the problem. At last an outline of implement will be illustrated.

# Goldy: a distributed game

Goldy is a with a very simple structure. Each player will start the game and announce her position and also announce the positions of a set of gold nuggets. Each player can then start to move, trying to collect as many nuggets as possible. We will not pay any attention to if this is a fun game nor what the graphics look like but concentrate on how to keep each players state updated and hopefully synchronized.