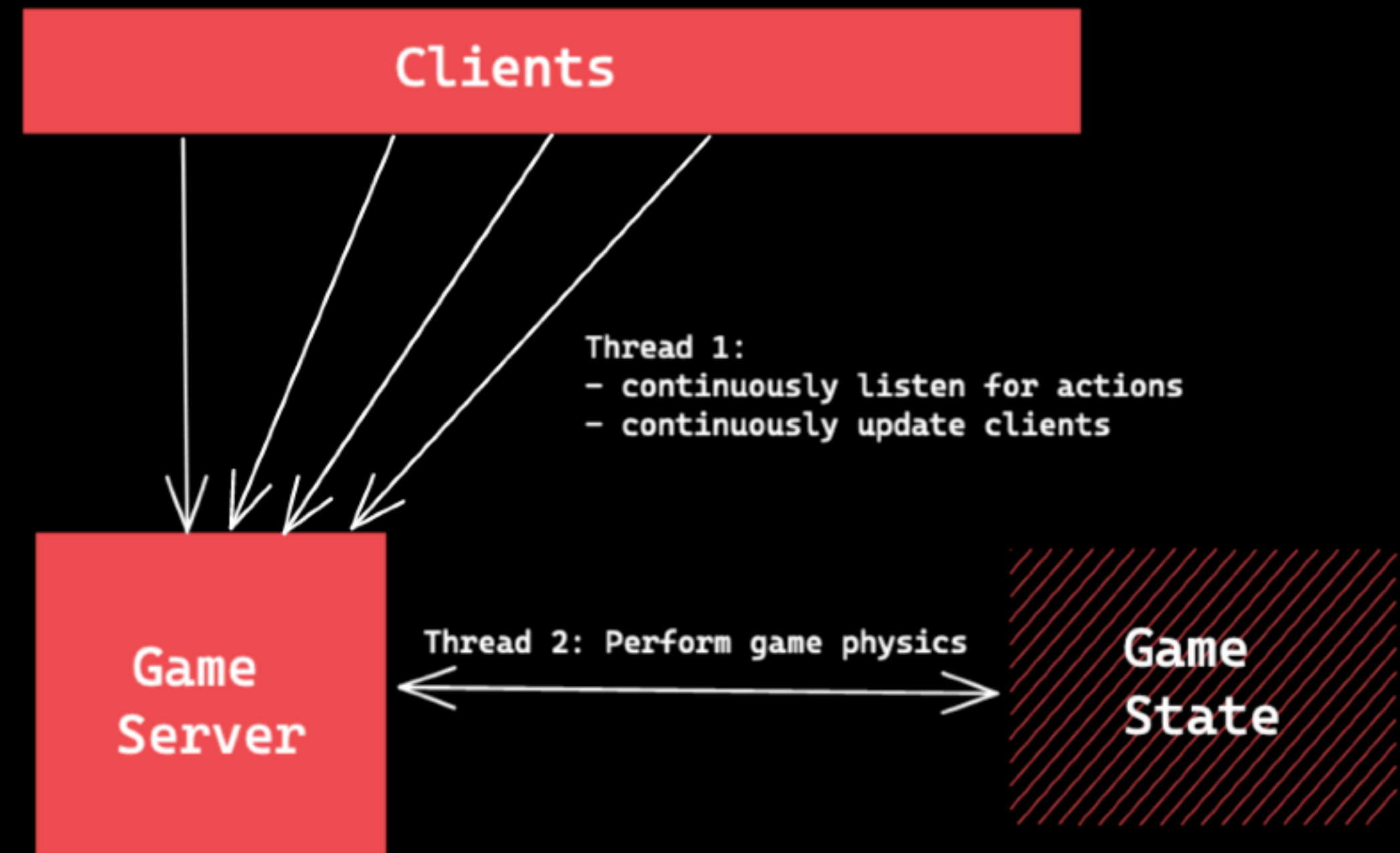# Video Game
Server Architecture

- **Simultaneously:**

  - Keep clients in connection via TCP (Websockets)

  - Run game physics and mutate game state

- **Results in use of a "goroutine" - a abstracted operating system thread**


```go
 9   func main() {
10       game := game.NewField()
11       master := connection.Master{
12           Game:    game,
13           Clients: &sync.Map{},
14       }
15       // Runs TCP server
16       go master.Start()
17       // Runs game loop
18       master.Run()
19   }
```

High level overview of execution flow of game server (Golang)

Deep Reinforcement Learning

Concept

- **What?** *A machine learning method based on rewarding desired behavior.*

- **Why?** *To learn optimal actions in feedback driven environments.*