

# Language Study: Erlang

CMSC 233

## -Final Project

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### Goals

To demonstrate 禪師 -like mastery of recursive distributed concurrent programming in the form of a simple interactive fiction adventure, at the end of which you will feel the urge to scream for all to hear “I love Erlang!!!”

### Instructions

Develop a client-server interactive fiction text adventure game in Erlang where there is one process for the server on one computer and one or more processes for the client *on other computer(s)* and you pass messages between them.

Enhance your Interactive Fiction project (homework 3) in the following ways:

- Separate the client and server code so that it's easily distributed. (You can (should?) keep them in the same module to make distribution easier.)
- Create two start functions, one for the server and one for the player.
- On player startup, prompt for server node and player name. (Assume all player names are unique.)
- Keep track of the census (who are in what locations) in the server process code.
- Display the entire census on the server console in real time.
- Display all player actions on the server console in real time.
- Display on the client the other players present in the current player's location at that time, in real time.
- Test everything on different computers. Be sure to start your Erlang environments with the *-name* and *-setcookie* parameters set appropriately.

When you think you're done . . .

- Test more.
- Seriously. Take over all the computers in the Donnelly Lab at 3am and load them up with your game and make everybody in there play it. Maybe you can start charging them for it. Like Apple, I'll only take 30%.

### Submitting

Print out your source code, two simultaneous client sessions and the server session that goes along with them, **staple them all together** and hand it in at the start of the class in which it is due. Remember to include your name somewhere where I can easily find it.