

Language Study: Erlang

CMSC 233

-Homework 3

Goals	To achieve self appropriation of recursive distributed concurrent programming in the form of a simple interactive fiction adventure.
Instructions	Develop a client-server interactive fiction text adventure game in Erlang where there is one process for the server and another for the client and you pass messages between them.
Submitting	Print out your source code and a sample session, staple it 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.
Sample Session	<pre>> woa:start(). 0. FIELD You are standing in a field by a white house. There are paths leading to the north and west. Enter a compass direction or quit -] help You can enter compass directions: [n] or [north], [s] or [south], [e] or [east], [w] or [west], as well as [look], [help], [sing], and [quit]. Enter a compass direction or quit -] n 1. WHITE HOUSE This is the front of the white house. You see a field to the south and a shed to the east. Enter a compass direction or quit -] e 2. SMELLY SHED You are inside a smelly shed. It's really smelly; your stomach begins to turn. You're getting so sick you're not sure which way to go. Enter a compass direction or quit -] e 3. BEHIND THE SMELLY SHED As you wonder why the shed was so smelly you notice a trap door in the ground and hear the faint sounds of lurking grues. Enter a compass direction or quit -] e You cannot go that way. Enter a compass direction or quit -] look 3. BEHIND THE SMELLY SHED As you wonder why the shed was so smelly you notice a trap door in the ground and hear the faint sounds of lurking grues. Enter a compass direction or quit -] quit Thank you for playing.</pre>