

Language Study: Erlang

CMPT 333

– Final Project - 150 points

Goals	<ul style="list-style-type: none">• to demonstrate mastery of distributed and concurrent/parallel programming via message-passing in the form of an interactive fiction adventure game.
Requirements	<p>Develop a distributed interactive fiction text adventure game in Erlang where the server, clients, and locations are all running on different BEAM instances and you pass messages among them. Base this project on your Lab Assignment 3 code and the Distributed Adventure Game framework code...</p> <ul style="list-style-type: none">• server• client• location 1• location 2 <p>... on our class web site.</p>
Resources	<ul style="list-style-type: none">• Our book, links on our class website, and Erlang itself.• Lab Assignment 3• Distributed Adventure Game slides from class• See the bottom of my old <i>SD-1 web page</i> for resources about interactive fiction.
Hints	<ul style="list-style-type: none">• Test everything in different Erlang shells.• Be sure to start your Erlang environments with the <code>-sname</code> and <code>-setcookie</code> parameters set appropriately.
Submitting Your Work	<p>Commit the following to your <i>Final Project</i> directory in your private GitHub repository on or before the due date (see our syllabus):</p> <ul style="list-style-type: none">• all of your source code;• test cases demonstrating how you handle errors and unexpected input; and• transcripts of gameplay sessions demonstrating the features of your game. Include:<ul style="list-style-type: none">▸ server▸ multiple clients▸ many locations