Language Study: Erlang

CMPT 333

Lab 3 - 75 points

Goals

- to achieve self appropriation of recursive distributed concurrent programming in the form of a simple interactive fiction adventure.

Requirements and Notes

- Develop a client-server interactive fiction text adventure game in Erlang using one process as the server and another for the client as you pass messages between them.
- Here is a sample session illustrating the the kind of thing I have in mind:

```
> 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.
```

Resources

- Our book, links on our class website, and Erlang itself.
- See the bottom of my old *SD-1 web page* for resources about interactive fiction.

Hints

Start simple. Once you have everything "simple" working then gradually add to your world, testing after each and every step.

Submitting Your Work

Commit the following to your *Lab 3* directory in your **private** GitHub repository on or before the due date (see our syllabus):

- 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.