

## distributed ping-pong

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The aim of this work is to build a simple, 2D, two-player distributed game of ping-pong.

The game should maintain 2 deployments of a subsystem, each in its own VM. Each subsystem should handle all of the processing for one interacting user and have its own graphics panel to show the state of the game. Communication between the subsystems should be through agent messaging & be routed through a Boris console.

### stages

1. refer to previous work on simple animation/graphics to select the simplest mechanism with the capability to handle the necessary graphics.
2. build some mechanism to manage the user interaction – anything that works will do.
3. write some agent-ware to handle the communication necessary for subsystems to communicate.
4. test and assess the implementation for speed/performance issues – form an opinion about what you observe.

### notes

This seems like a simple piece of work but it is easy to underestimate. You must account for possible delays in passing messages between distributed VMs when there is also a need to update the graphics. Think about where in your distributed subsystem the graphics updating should be managed and what kind of handshaking may be required. It is also possible to underestimate the message passing & negotiation required between agents.