

General Game Playing

Javascript Codebase

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Overview

Application:
nodeJS

Code Base:

epilog.js - subroutines for processing GDL

player.js - web server and basic GGP subroutines

Optional Components:

compiler.js - converts GDL to JavaScript

ground.js - converts GDL to “ground” version

for other options, see MRG

Downloading

NodeJS:

<https://nodejs.org/en/download/>

save to *nodejsdirectory* of your own choosing

Epilog and Player:

<http://ggp.stanford.edu/players/javascript/epilog.js>

<http://ggp.stanford.edu/players/javascript/player.js>

save to *playerdirectory* of your own choosing

Running

Starting (in Unix):

```
cd playerdirectory  
nodejsdirectory/node player.js port
```

where

playerdirectory is the location of your player code
nodejsdirectory is the location of nodeJS
port is the a port of your own choosing

Once running, use gamemanager or other tool to play matches, using the IP address of your machine and *port*



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