

Programming competition with Pixelflut!

Pixelflut? What's that?

Pixelflut is a simple protocol for printing pixels on a screen. That means you have a server connected to a monitor, and clients that sends commands to the server that changes those pixels. We have a server at LUDDHack connected to a big monitor that anyone can connect to and send pixels. There are several clients online that you can download and learn from.

You will find plenty of information about Pixelflut using Google and our network programming course at LUDDHack!

The competition

The goal is to write your own client for pixelflut. The client can be as simple or complicated as you like. However, we will rate your client by creativity and functionality. Examples of features you can have in your client are the ability to render an image, or play a game of snake. You are not allowed to copy the code of others, but feel free to discuss with whoever you like. **Deadline is 21:00 on Saturday.** Turn in your work via email to luddhack@ludd.ltu.se!

The price

Our sponsor, Netrounds, will reward the winner with a Google Home Smart Speaker and a exclusive visit to their office (in Luleå). This is a unique opportunity to personally meet a company in the computer science industry.

