

Abstract

Game is an example of reactive system that is commonly built upon imperative programming paradigm. Although it is known to have several advantages, functional programming on game development world is relatively at large. Functional reactive programming is domain-specific paradigm derived from functional programming that targets reactive system. This paper covers the development of simple arcade games as examples of reactive systems using the viewpoint of functional reactive programming and the merits of this approach will be examined.

Keywords : Lambda Calculus, Functional Programming, FRP, Game Development