

# DDNET++

A multiplayer game modification

# The source base

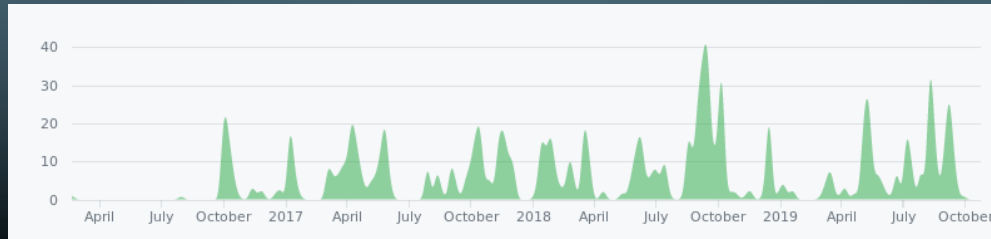


- DDNet++ is based on DDraceNetwork
- DDraceNetwork is a modification of Teeworlds
- Teeworlds is a open source game
- A decade old C/C++ and SDL code base



# History of DDNet++

- 2016 Started development
- 2016 Mostly code copied from the web
- 2017 Started active development
- 2018 Got first active contributor
- 2019 Improve code quality and stability



# The build system

- Teeworlds used it's own build system **bam**
- DDNet switched to **cmake**
- DDNet++ supports **bam** and **cmake**

# The modification

- Server side only
- No custom client needed
- Fully vanilla/ddnet compatible
- Added a bloat of features



# The game

- Teeworlds is a 2d shooter (ctf/dm/tdm)
- DDNet is a cooperative race game
- DDNet++ is a open world universe  
shooter – dm/fng/boomfng/survival  
race – ddrace/block/explore  
more – bomb/city/quests

# Infrastructure

- Started with one game server
- Textfile based ddnet race records
- SQLite3 ddnet++ account database
- Shell scripts to update/start/stop servers
- Website for administration

# Production

- Having 2-4 active users over 4 years

Q&A support chat bot

- No accounts lost or database errors

Backups and staging system

- No big security incidents

Logs, strong firewall and well tested code



# Questions

# DDNET++



## TEEWORLDS

JUMPING THE GUN

JUMPING THE GUN

