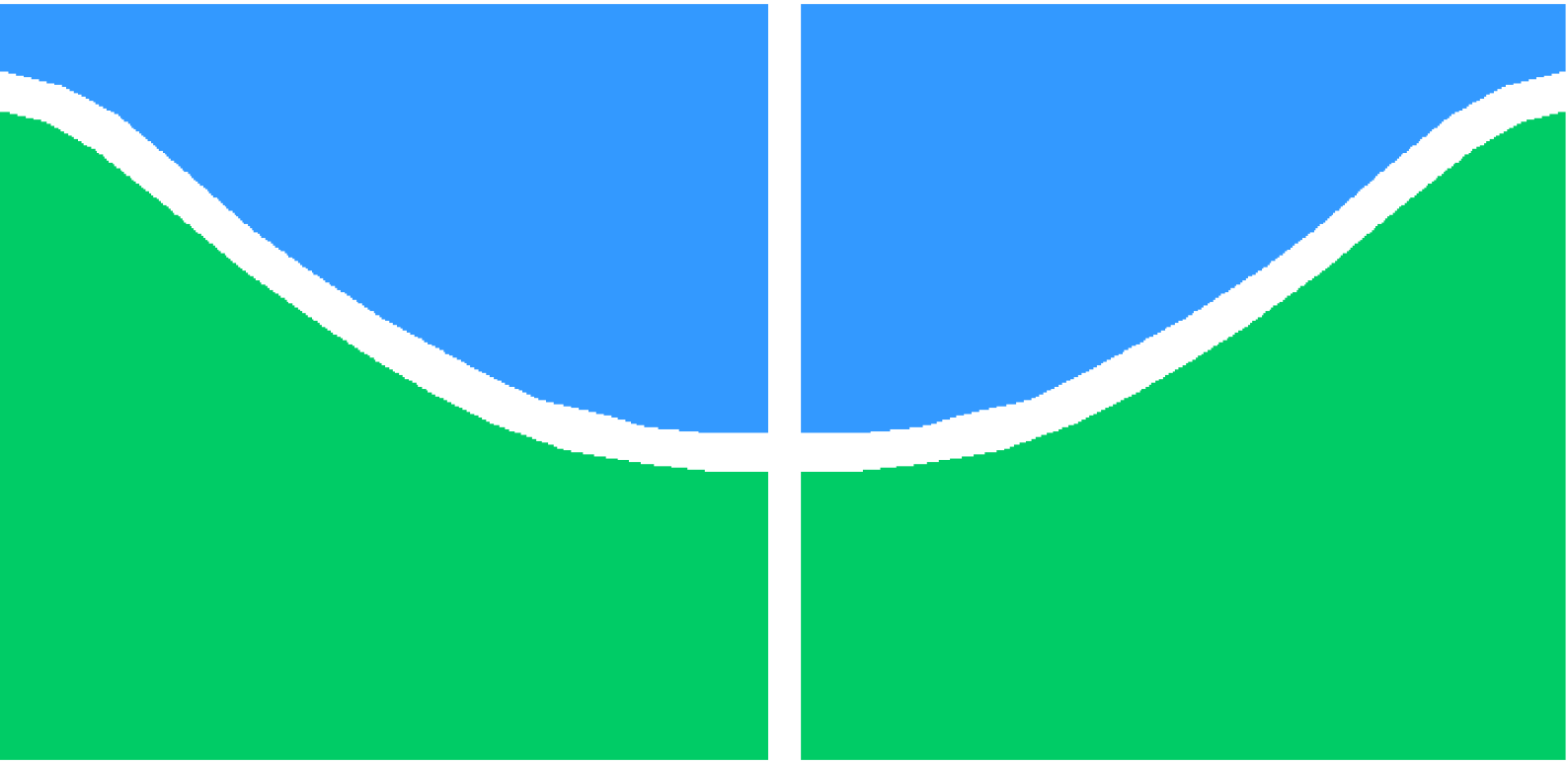

Universidade de Brasília – UnB
Faculdade UnB Gama – FGA
Engenharia de Software

UnB Games Platform: A collaborative project

Autor: Parley Pacheco Martins
Orientador: Prof. Dr. Edson Alves Da Costa Júnior

Brasília, DF
2017

Parley Pacheco Martins

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Monografia submetida ao curso de graduação em Engenharia de Software da Universidade de Brasília, como requisito parcial para obtenção do Título de Bacharel em Engenharia de Software.

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Trabalho aprovado. Brasília, DF, 01 de julho de 2017 – Data da aprovação do trabalho:

Prof. Dr. Edson Alves Da Costa Júnior
Supervisor

Titulação e Nome do Professor Guest 01
Guest 1

Titulação e Nome do Professor Guest 02
Guest 2

Brasília, DF
2017

A dedicatória é opcional. Caso não deseje uma, deixar todo este arquivo em branco.

Este trabalho é dedicado às crianças adultas que,
quando pequenas, sonharam em se tornar cientistas.

Agradecimentos

A inclusão desta seção de agradecimentos é opcional, portanto, sua inclusão fica a critério do(s) autor(es), que caso deseje(em) fazê-lo deverá(ão) utilizar este espaço, seguindo a formatação de *espaço simples e fonte padrão do texto (sem negritos, aspas ou itálico.*

Caso não deseje utilizar os agradecimentos, deixar toda este arquivo em branco.

A epígrafe é opcional. Caso não deseje uma, deixe todo este arquivo em branco.

"Não vos amoldeis às estruturas deste mundo,
mas transformai-vos pela renovação da mente,
a fim de distinguir qual é a vontade de Deus:
o que é bom, o que Lhe é agradável, o que é perfeito.
(Bíblia Sagrada, Romanos 12, 2)

Resumo

O resumo deve ressaltar o objetivo, o método, os resultados e as conclusões do documento. A ordem e a extensão destes itens dependem do tipo de resumo (informativo ou indicativo) e do tratamento que cada item recebe no documento original. O resumo deve ser precedido da referência do documento, com exceção do resumo inserido no próprio documento. (. . .) As palavras-chave devem figurar logo abaixo do resumo, antecedidas da expressão Palavras-chave:, separadas entre si por ponto e finalizadas também por ponto. O texto pode conter no mínimo 150 e no máximo 500 palavras, é aconselhável que sejam utilizadas 200 palavras. E não se separa o texto do resumo em parágrafos.

Palavras-chaves: latex. abntex. editoração de texto.

Abstract

This is the english abstract.

Key-words: latex. abntex. text editoration.

Lista de ilustrações

Lista de tabelas

Lista de abreviaturas e siglas

SDL 1	Simple DirectMedia Layer version 1
SDL 2	Simple DirectMedia Layer version 2
API	Application Program Interface
GUI	Graphical User Interface
VM	Virtual Machine
OS	Operating System

Lista de símbolos

Γ	Letra grega Gama
Λ	Lambda
ζ	Letra grega minúscula zeta
$\in$	Pertence

Sumário

Introduction

Este documento apresenta considerações gerais e preliminares relacionadas à redação de relatórios de Projeto de Graduação da Faculdade UnB Gama (FGA). São abordados os diferentes aspectos sobre a estrutura do trabalho, uso de programas de auxilio a edição, tiragem de cópias, encadernação, etc.

Este template é uma adaptação do ABNTeX2[1].

[1] <https://github.com/abntex/abntex2/>

1 Literature Review

2 Methodology

This chapter explains what was and will be done within the duration of the whole project.

It has the main goal of creating a platform with all the games developed in the university's courses related to games. The games that will be available must have all their assets and required libraries in a single package that runs in Linux distributions without the need of installing any other package; they also must have a graphical installer for users without technical knowledge.

In order to achieve this goal, the games developed will be cataloged and cloned to a main GitHub organization (whenever possible). Two scripts will be created then, one to build games using SDL 1 and the other for SDL 2. The platform itself will be developed while all the other activities take place.

After that, a script will be generated to replicate the packaging system to all of the other games, making the necessary adjustments along the way. The games will be deployed to the website with all of their information and available installers.

The packaging scripts will be integrated and adapted to the platform, so that any student who posts a game will have the installers generated automatically.

2.1 Task Division

ADD DIAGRAM!!

Because this is a shared work among courses, teachers and students, a special task division will be made to accomplish the established purpose.

Professor Edson and Mr. Faria were responsible for first cataloging the existing games. They will remain as helpers in the packaging system and main stakeholders for the team developing the website.

The team *Plataforma de Jogos UnB* from the courses 'Software Development Methods' and 'Management of Portfolios and Projects' is in charge of creating the actual website with some of the features desired.

The script creation and application on the games, its integration with the platform, as well as the evolution and maintenance of the platform after the courses are finished will be my responsibility.

2.2 Game Gathering

The games selected for this first part of the project were the ones developed in this Faculty throughout the last semesters, since the course 'Introduction to Electronic Games' has been created here in the Gama campus. Because this work is being mostly held at FGA, and all the games developed here are compiled and run on Linux distributions, these were selected as first games for the platform. The proximity with the students who created those games is another reason.

Professor Edson, that was ministering the course until last year, and Mr. Matheus Faria, the new teacher, first contacted the students and asked them to post their codes to GitHub. They cloned them into the fgagamedev GitHub organization.

After that, I was responsible for checking the status of the games, gathering information such as which of them compiled, which SDL version they used, which ones had licenses. The table 1 shows the initial results.

Tabela 1 – Status of the selected games

Name	**Source?**	**License?**	**SDL**	**Compiles?**
Deadly Wish	y	n	2	n
Strife of Mythology	y	n	2	y
Travelling Will	y	n	2	y
7 Keys	y	MIT	2	n
Babel	y	GPL 2	2	y
Terracota	y	MIT	2	n
Dauphine	y	n	2	n
Imagina na Copa	y	n	2	y
Kays Against the World	y	n	2	y
Ankhnowledge	y	GPL 2	1	y
The Last World War	n	-	-	-
Post War	y	n	1	y
War of the nets	y	GPL 2	2	y
Jack the Janitor	y	GPL 3	1	y
Drawing Attack	n	-	-	-
Earth Attacks	n	-	-	-
Emperor vs Aliens	y	n	1	y
Ninja Siege	y	GPL 2	1	y
Space monkeys	y	GPL 2	1	n
Tacape	n	-	-	-

Out of 20 games created in *Introduction to Electronic Games*, 4 didn't have a known repository and 8 didn't have a license that allowed us to change them at that time. Mr. Faria and I were responsible for finding the games and getting the missing licenses. As result of this task, *The Last World War* was added and 5 other had licenses acquired as shown in table 2.

Tabela 2 – Final game status

	License	**SDL**	**Compiles**
Deadly Wish	GPL 3	2	n
Strife of Mythology	GPL 2	2	y
Travelling Will	MIT	2	y
7 Keys	MIT	2	n
Babel	GPL 2	2	y
Terracota	MIT	2	n
Dauphine	MIT	2	n
Imagina na Copa	MIT	2	y
Kays Against the World	n	2	y
Ankhnowledge	GPL 2	1	y
The Last World War	n	1	y
Post War	MIT	1	y
War of the nets	GPL 2	2	y
Jack the Janitor	GPL 3	1	y
Emperor vs Aliens	n	1	y
Ninja Siege	GPL 2	1	y
Space monkeys	GPL 2	1	n

2.3 Packaging

To create the installers for the games, professor Edson decided to use a folder structure that would be easy to understand to anyone familiar with Linux. Apart from the repository original directories, he added the folders *bin*, *dist*, *lib* and *linux*.

- *linux* would contain the scripts needed during compilation and also helpers to run the game after its building. When other OSs are added, there will be folders with the specifics for each one of them.
- *lib* initially consists of the source of the libraries used by the games. They are built inside this folder as well, according to the Operating System the package is being built for.
- *dist* includes the final installers, according to each supported OS. These can be distributed and installed in any supported computer.
- *bin* has the compiled libraries and the game executable.

I added the directory *Qt* to use the Qt Installer Framework without having to install it system-wide. Figure 1 shows the folders and their contents of the folders

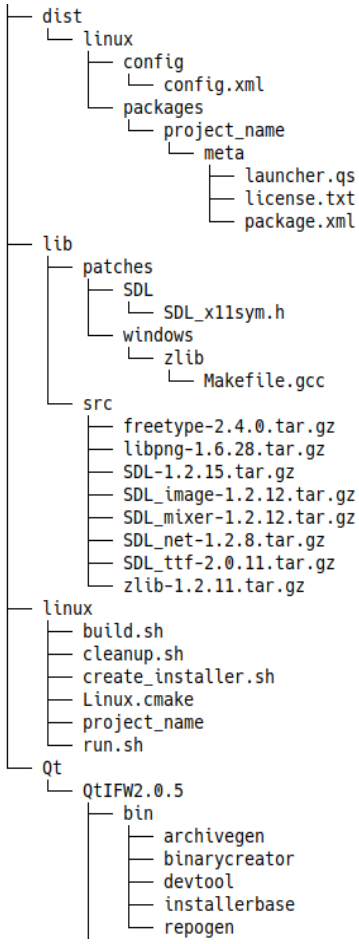

Figura 1 – Folder tree

2.4 Platform

2.5 Technology Choice

CMake is the chosen framework for generating the packages. It's suppose to help developers creating applications that run in several platforms, like Linux, Mac and Windows. It offers a lot options for that, like cross compilation and compilation directed to each of them. It is distributed under OSI-approved BSD 3-clause License and the minimum required version is 2.8.

For the graphical installer, Qt Installer Framework, has been selected. It is easy to use and offer a nice GUI with all the necessary steps for installing a package, like license agreement and path choice. This framework is distributed under LGPLv3 license and the version being used is 2.0.5.

For the website development, Django was picked because of the previous knowledge the group had with it. To make the front end of the application, Facebook's React was chosen for the flexibility it gives to the user interface. They are both very scalable, have

a big support on the community and are released under the BSD 3-clause license. The versions being used are the last ones at the beginning of the project, namely 1.11.1, for Django, and 15.5.4, for React.

Python is the language for the packaging script because it must integrate with the Django webapp and its powerful easy to use API. It will also be the language for any other needed scripts. The least required version is 3.4, and it's licensed under an OSI-approved open source license.

To develop the scripts, a virtual machine running Debian Jessie was used. The VM was powered by Vagrant, version 1.9, that allows easy environment virtualization. It also enables a developer to test in several Operating Systems, which is required for the nature of this project. The computer hosting the script and used to its development has an Intel Core i5-6200U 2.3 GHz processor. It also has 8 GB of RAM and a NVIDIA GeForce 940M graphic processor.

3 Partial Results

3.1 Results

The project has been successful so far, with the website being developed while the scripts were created and tested. This already creates a graphical installer, that will run in most linux distributions, for all the cataloged games developed with SDL 1.

3.1.1 The Building Scripts

The building scripts were tested against half of the 16 available games. Table 3 shows which games were tested and the results of them. It was a success, because all the installers were created correctly for all of them (both GUI and *.deb*). For some games, even with the correct compilation, they wouldn't run as expected, due to logical errors in their source code.

Tabela 3 – Scripts results

Game	**Compiles?**	**.deb**	**QT**	**Runs?**
Ankhnowledge	y	y	y	y
Post War	y	y	y	y
Jack the Janitor	y	y	y	y
Emperor vs Aliens	y	y	y	y
Ninja Siege	y	y	y	y
Space monkeys	y	y	y	n*
War of the Nets	y	y	y	n
Travelling Will	y	y	y	y

The game *Space Monkeys* compiled correctly, however upon running it, the user couldn't do anything and the screens weren't precisely rendered. *War of the Nets*, even compiling without errors, had a segmentation fault after a few seconds with the game open.

The building scripts are very similar, the only difference is that one builds games for SDL2 while the other uses SDL 1 (and their respective libraries). They work by cloning the repository and copying the required files to use CMake as seen in Algorithm 1. This is the tool that actually compiles and builds everything. Because CMake generates a lot of files that are only used while it's running, professor Edson made a few more scripts to separate everything into folders and generate the installers.

A major concern when making this script was its generality. It should run successfully with as many games as possible, requiring only a few tweaks in the source code or

Algorithm 1 Algorithm to build the games

Start

$project \leftarrow$ INIT$(url, branch)$	▷ Clone repository and set the project
COPY_FILES$(default, project)$	▷ Copy templates
$project_{media\_dir} \leftarrow$ FIND_MEDIA	▷ Find the media folder
$project_{source\_dir} \leftarrow$ FIND_SOURCE	▷ Find the source folder and *.cpp* files
REPLACE_INFO$(default, project)$	▷ Replace template defaults
RENAME$(default, project)$	▷ Rename some files
BUILD$(project)$	▷ Call the build script
CREATE_INSTALLERS$(project)$	▷ Create the installers

End

folder structure of the repository, if any. Starting with *Jack the Janitor*, the example Professor Edson had made first, the building script assumed a lot of things, mostly due to my inexperiencewith games and the folder structure adopted by the students. For example, in the initial versions, I thought all the *.cpp* files would always be in a folder called *src*. Another assumption was that all media would be in a *media* folder.

Both of them proved me wrong as more games were tested, but were fairly easy to fix and keep the algorithm generic. For both folders, I had to modify the script to look for directories that would have similar names to those I thought were the rule. For example, *source* instead of just *src*, and *resources*, *res* and *sound* instead of just *media*. Even though this doesn't find all possible names, it follows a pattern found in most folder structures and all of the projects tested so far.

Another big premise was that all games would have their main file named *main.cpp*. Even in repositories with Portuguese file names, it never occurred to me that anyone would name those files in any other way. However, a few games, specially *Traveling Will* proved me wrong. Here, again, there was the option of looking for files named with similar words to *main*, but this was a terrible option in this case, because the file could have *any* name. Even if I looked for *principal.cpp* that would not guarantee anything. Another option was parsing all the source files looking for the main function, but that would slow down the building process and would be error prone. Because there were so many options, I decided to keep it looking for *main.cpp*, even if it required to manually change the repository.

3.1.2 Platform

The website as of now allows an administrator to upload a game, with its respective information, like supported platform, related media, and installers. The administrator has to manually add everything, since developers to all the game information, as seen in Figures 3. Figure 2 shows the home page with all the administrator choices.

The general public can see a list of the available games. By choosing one, it's possible to see its information, download it for the available Operating Systems or comment

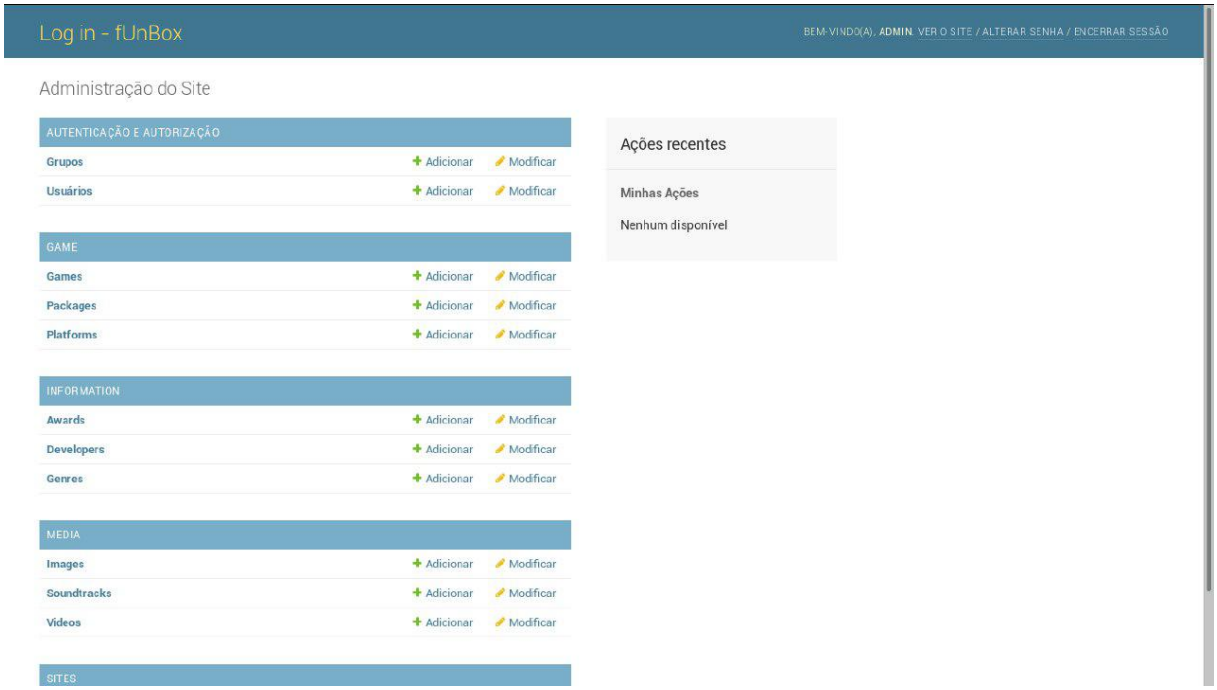

Figura 2 – Administrator home page

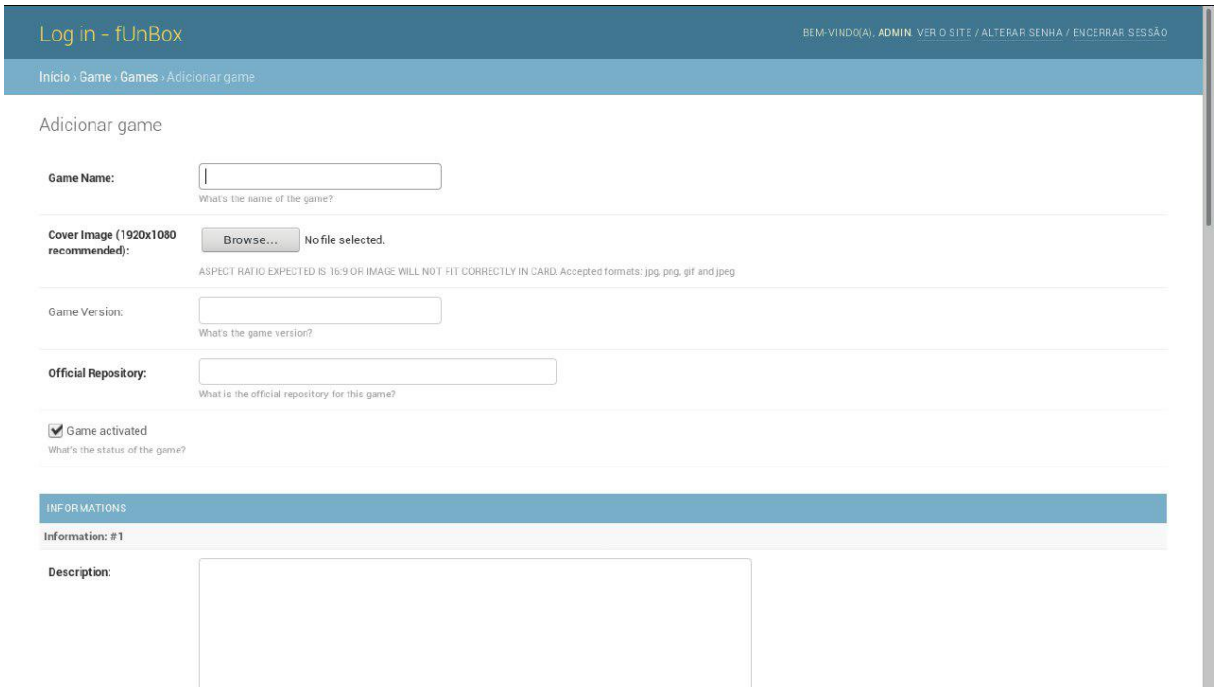

Figura 3 – Include new game

using a Facebook account, as shown in Figures 4 and 5

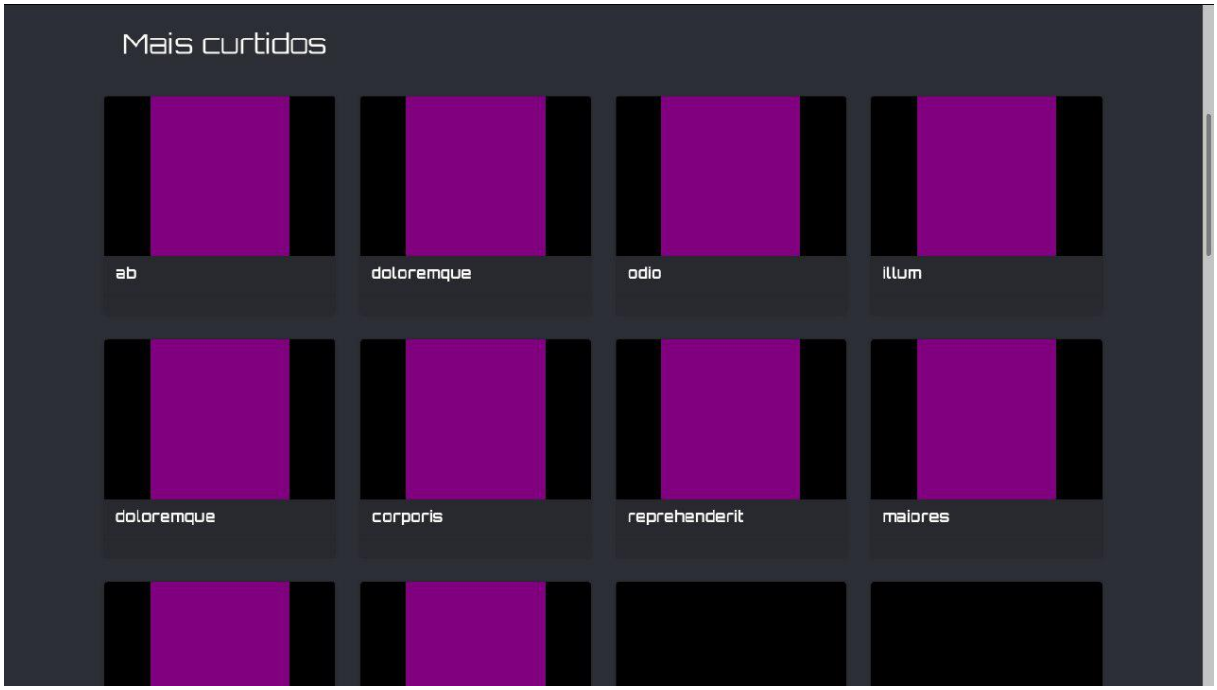

Figura 4 – Game list

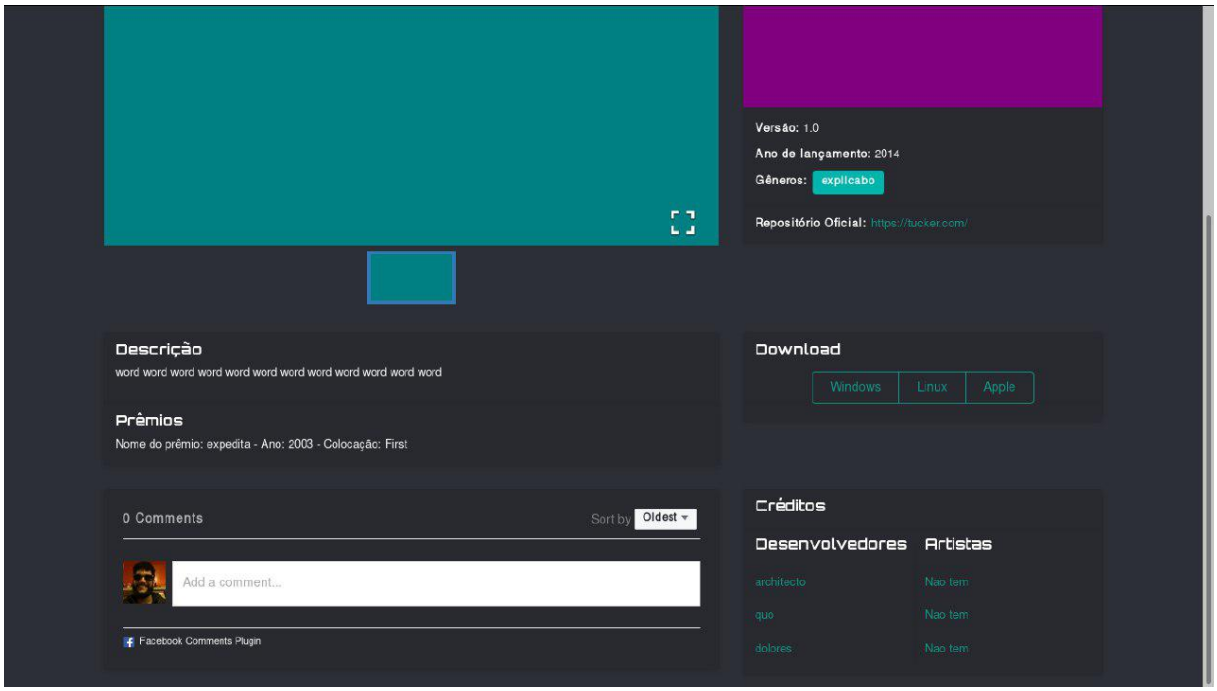

Figura 5 – Game detail

3.2 Future Work

For the next months it is expected to have the script for the SDL 2 projects finished with support for Windows and MacOS.

Another goal is to have the website running the script automatically when a user links their GitHub repository to the system.

3.2.1 Schedule

The following activities will be developed in the remaining time of the project. They are summarized in Figure 6

- **Literature Review** - Review what the literature has on packaging, CMake, game development.
- **Add Lua support** - Some of the games have lua as a dependency library that also needs to go in the final package..
- **Add other Linux distros support** - Generate at least *.rpm* packages.
- **Add MacOS support** - Create install packages for Mac (Apple Systems).
- **Add Windows support** - Make a installer (*.exe*) to run on Windows 10 (maybe with some backwards compatibility if possible).
- **Integrate to platform** - Run the scripts though a request on the website
- **Integrate to GitHub** - Let users upload games thought GitHub hooks and read game information from there.
- **Add Darcy's games** - Look for games developed in Darcy Ribeiro campus and test the script on them.
- **Code refactoring** - Integrate scripts (SDL 1 and 2), make them more generic and efficient.
- **Final adjustments** - Make minor improvements and fixes.
- **Write Report** - Report progress and results.

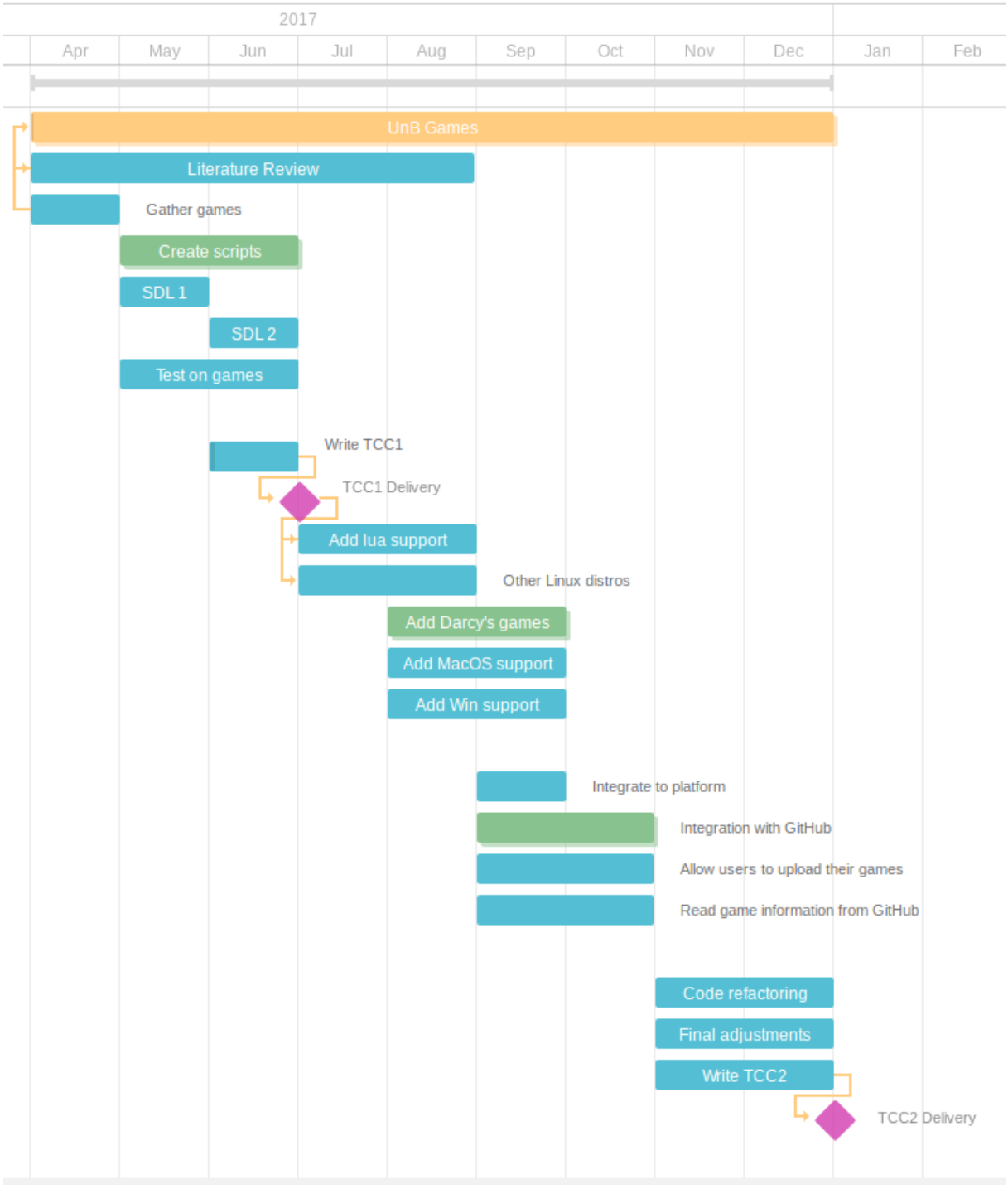

Figura 6 – Project Schedule

Referências

Apêndices

APÊNDICE A – Primeiro Apêndice

Texto do primeiro apêndice.

APÊNDICE B – Segundo Apêndice

Texto do segundo apêndice.

Anexos

ANEXO A – Primeiro Anexo

Texto do primeiro anexo.

ANEXO B – Segundo Anexo

Texto do segundo anexo.