

TEAM GIT GOOD

FREECOL

STAKEHOLDERS & OPEN ISSUES

Introduction

This document describes FreeCol's functionality, elicits the system's stakeholders, and lists key developers that actively work or have contributed to make FreeCol a robust open-source turn-based strategy game.

Functionality

FreeCol is an open source version of the game Colonization, made by Microprose in 1994. The current goal of FreeCol is to fully clone the functionality of the original game, with the eventual goal of expanding it with new features based on the creators' vision of what a Colonization 2 would have been.

The objective of FreeCol/Colonization is to build a powerful nation with a starting crew of one ship and two colonists and eventually declare your independence. Key functional aspects of the game include building and maintaining colonies, crafting and trading to generate income, and battling or maintaining diplomatic relations with indigenous civilizations and other European powers. The game can be played in both multiplayer and single-player mode.

Development for FreeCol started in January of 2003. It was originally written with C++ for the server and Java for the client, but was ported to be entirely Java early in development. Over the years, one of the of the major non-functional concerns has been playability, addressed by memory and performance time improvements to saving and loading games, more performant screen drawing, and better AI for the non-player civilizations. Another major concern has been player interest, which has been addressed with additions like the map editor mode and new gameplay features. Aside from source code improvements,

FreeCol has also expanded its accessibility by adding to its collection of supported languages.

Stakeholders

The FreeCol project involves an active community of players and contributors who communicate via mailing lists and [a dedicated SourceForge forum](#). We have divided the stakeholders into the following separate categories.

Players

Players are the key stakeholders to the development of FreeCol. The players help shape the development of the game by keeping an active dialogue with the developers through their forum. Not only do they report issues but they also contribute to the evolution of the game by sending ideas for new features and enhancements.

Team Members

These stakeholders include both past and present developers. These members have spent the time and resources to create what FreeCol is today. A few of the roles that team members within FreeCol have :

- Developers (both active and past)
- Translators
- Music Composers
- Graphic Designers
- Documentation Writers
- Content Writers

Contributors

These stakeholders, while not being directly part of the development team, are people who wish to add more features or fix current bugs voluntarily. This includes volunteer translators who contribute to the number of languages supported by FreeCol, as noted on [TranslateWiki](#).

Key Developers

FreeCol is an open-source project that is maintained by various contributors, which has had several key developers over the past 26 years. We have divided FreeCol's key developers into several categories. Below you will see FreeCol's current key developers followed by a link to their previous key developers.

Team Members

Michael Pope (Lead Developer, Project Admin)

Sebastian Zhorel (Developer, GUI Specialist)

David Lewis (Developer, Build Automation Specialist)

Caleb Williams (Jr. Developer, Javadoc Writer)

Niklas Laxström (Translation Coordinator, Finnish Translator)

Core Maintainers

Michael Pope

David Lewis

Sebastian Zhorel

Developers

Stian Grenborgen

Pedro Rodrigues

Michael VehrsProject

Lars Willemsens

Testers

David Lewis

Triagers

Sebastian Zhorel

Marcin (SourceForge user)

Documentation Writers

Caleb Williams

Past Contributors and Team Members

To see past developers, maintainers, and other forms of contribution, please see FreeCol's [credits page](#).

Open Issues

Here we identify open issues on GitHub or on FreeCol team's issue tracker (available at <https://sourceforge.net/p/freecol/bugs/>) that our team would be able to fix or implement when contributing.

OK button outside message box

This issue is reported to occur whenever there is a crash in the code that creates and builds the dialog. We are confident that we would be able to fix this issue, since while playing the game we noticed dialog screens show unexpected behaviour often due to code crashing, so it shouldn't prove a challenge to replicate. This issue is reported at <https://github.com/FreeCol/freecol/issues/16>.

Buildings Queue - Drag and Drop

Items, specifically wagons or docks, are able to be dragged into the queue. However, an error occurs when the user tries to drag those same items out of the queue. This error does not occur if the item is double-clicked to add/remove from the queue. This issue is reported at:

<https://sourceforge.net/p/freecol/bugs/3137/>

Tapping Movement Twice

An error occurs when the user moves a ship to Europe and then clicks move again before a dialogue box triggers. It appears that two commands were sent to the server before the first command was processed by the client. Tapping "movement twice" too quickly throws a "Server cannot do that" error. This issue is reported at:

<https://sourceforge.net/p/freecol/bugs/3113/>

Exception when saving options after language change

This issue occurs when a player tries to save the game, confirms the change, and then restarts the game. The correct behaviour when changing the language and saving the game is that the game should save the configuration change and load it next time the game is open. This exception doesn't always occur, but we believe we would be able to fix this issue, since there are clear instructions on how to replicate the issue. The issue is available at <https://sourceforge.net/p/freecol/bugs/2876/>.

Toggling fullscreen mode (alt+Enter) crashes when started with intro movie

When FreeCol is started without the --no-intro parameter, toggling fullscreen mode crashes the game. This bug is easy to replicate and has not been looked into since Java 1.7, so it may be worth checking in on again. The issue was reported at:

<https://sourceforge.net/p/freecol/bugs/2611/>