POORLY DOCUMENTED FRAMEWORKS

But we didn't give up and thus, a new range of problems occurred concerning our choice of framework for the multiplayer part of our project.

We tried a lot of frameworks, but these were either outdated, full of bugs and/or poorly or not at all documented.

MARAUROA

Still, the worst is yet to come because another big milestone in our history of problems was Arianne, respectively it's engine Marauroa (we still don't quite know how to pronounce it correctly^^). It's a huge framework with lots of Java classes and configuration files and we had no idea what to do or where to start. On top of that the documentation was … creative, kindly spoken. In the readme some files were mentioned that didn't even exist or were placed in different locations, therefore it didn't really help us. Nor did the wiki-like pages that described the framework. There were multiple subpages and links to other (often similar titled) pages and instead of being detailed it turned out to be just confusing since we never knew which step we should do next or what exactly we were looking for.

We also tried to execute some games that were written with Marauora to have a model as an orientation. Shouldn't be so hard, right? However, it was. We didn't find a single game we could execute with whatever version of python we tried. And if it didn't refuse to work because of the python version, it was due to the lack of some modules we couldn't find anywhere or which ceased(schreib ma des so?) to exists or weren't compatible with the python version the game was written in anymore.

At the end we gave up on Arianne and stuck with Twisted instead.