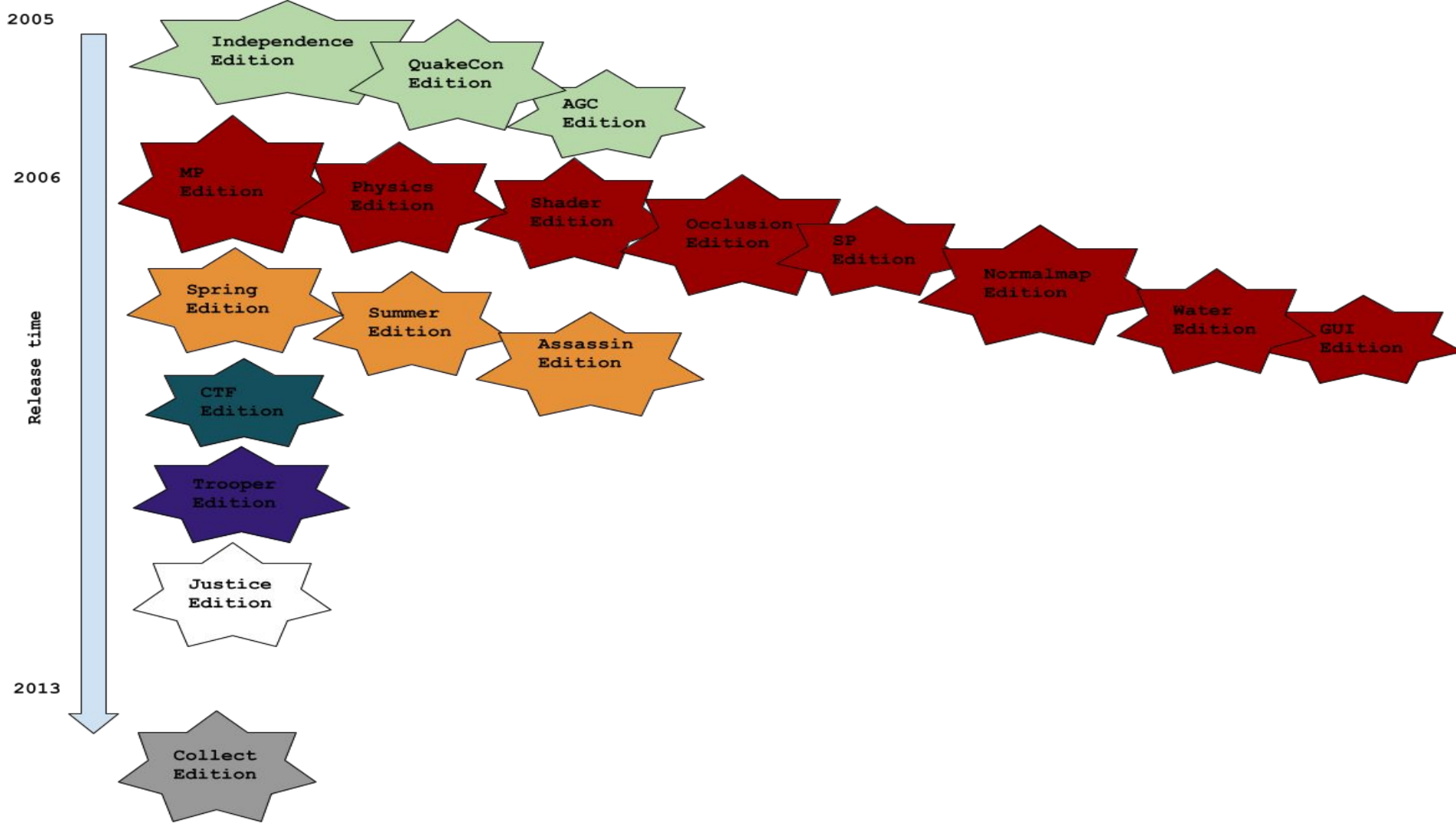




Inexor

“
In-game multiplayer game creating sandbox.”



Inexor project

- started in 2015 by @koraa, @aschaeffer, @a_teammate, @Croydon and @Fohlen
- 20 members from 4 countries
- more than 35 people in contribution network
- 92 repositories counting a total of ~ 2.200.000 lines of code
- excluding countless forked repositories, contributions and media data
- held 4 hackathons in 3 cities in south Germany (Stuttgart, Tübingen, Lindau, Stuttgart)

Engine design as of today

- entity graph system
- currently looking to implement render prototype
- let's get this started!





Question time:

- repo with least lines of code
- size of all media files
- first ever commit author

Answers:

- platform_osx with 22 lines
- 3,26 gigabyte in total
- 9 July 2011, @koraa

