

Games,
Games,
Games!!

# **Under construction**

#### Me, Myself & I

- Worked on various FOSS Games
  - WorldForge (4 Years)
  - Thousand Parsec (Founded, 6 Years)
- Ran Gaming Miniconf at Linux.conf.au 2007 and 2008
- Given talks at Linux.conf.au, Freeplay

#### Not the first

- Computer Games Development 16 March 2004
  - Cam Dunn, Ratbag
- Computer Games Ported to Linux 20 August 1996
  - Matthew Tippett

#### Why? Oh god Why?

- "FOSS games can not compete"
- Commercial game companies are using FOSS technologies
- Closed nature of gaming console
- Gaming preventing people removing Windows
- FOSS Games are just cool

#### The Talk

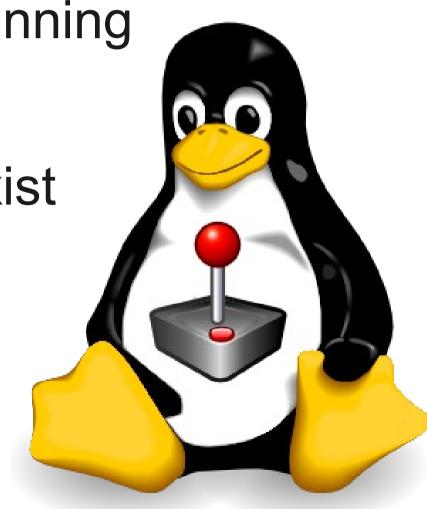
Why FOSS Games are important

Why we are already winning

Games that exist

Making your games exist

My game



#### Final Frontier

- Many people believe FOSS games can not compete
  - Sound familiar?

 "Open Source can not compete with the quality of commercial software"

#### Little Survey

#### Boring, I'm not a gamer!

• Xbox, Playstation, Wii



World Domination

Performance



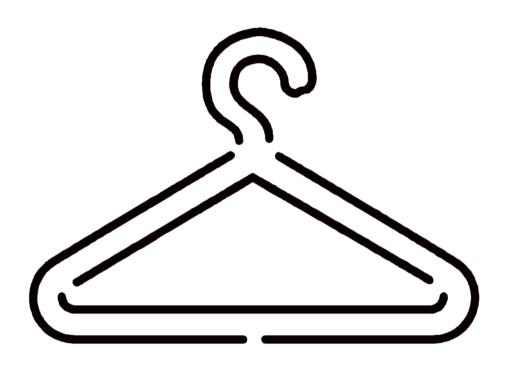
We are already winning!

# Open Source Growing At an Exponential Rate

# First games where FOSS

- Spacewar!
- Dungeon
- MUD

#### Commercial Games



#### AAA titles using FOSS

- Civilisation IV
- Eve Online
- Battlefield 2
- Command & Conquer: Red Alert 3
- Freedom Force

ID Software

# Ni! Python

#### **Commercial Games using Python**

- BigWorld,
- Troika Games TOEE & Vampire: Bloodlines,
- Totally Games Star Trek Bridge Commander,
- Irrational Games Freedom Force,
- Firefly Civilisation 4,
- CCP Games Eve Online,
- Digital Illusions Battlefield 2,
- Many, many, more

#### Size does matter!

Found in Nintendo DS and Gameboy Games

#### Lua

- Complete language in under 200k
- MIT License

#### SQLite

- Complete SQL database in under 150k
- Zero-configuration
- Public Domain





#### Stability Matters

 Linux runs the backend of many games

- Polished Games
- Inpoyative Games
   Making Sur Games
   Making Sur Games
- Thousand Parsec

#### Polished Games

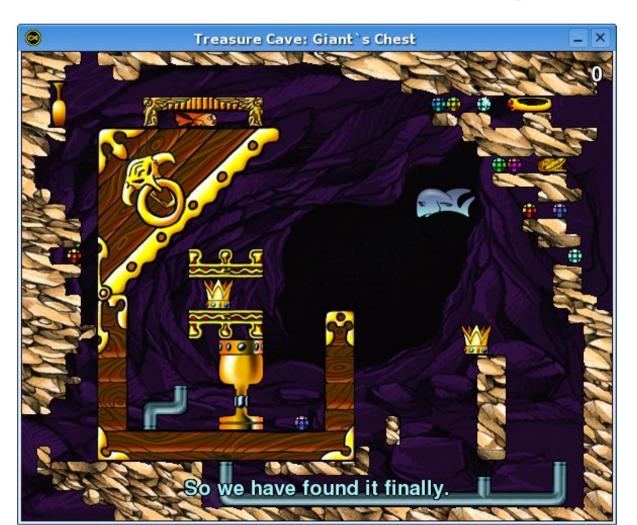




#### www.wesnoth.org

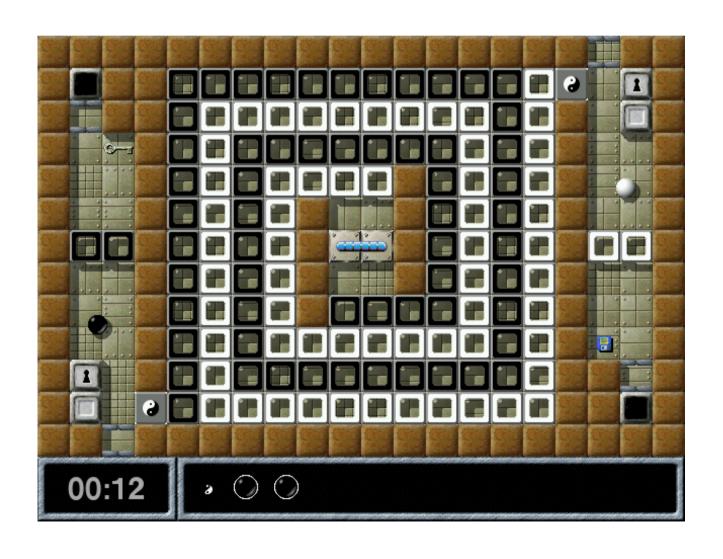
#### Fish Fillets NG

http://fillets.sourceforge.net/



#### Enigma

http://www.nongnu.org/enigma/

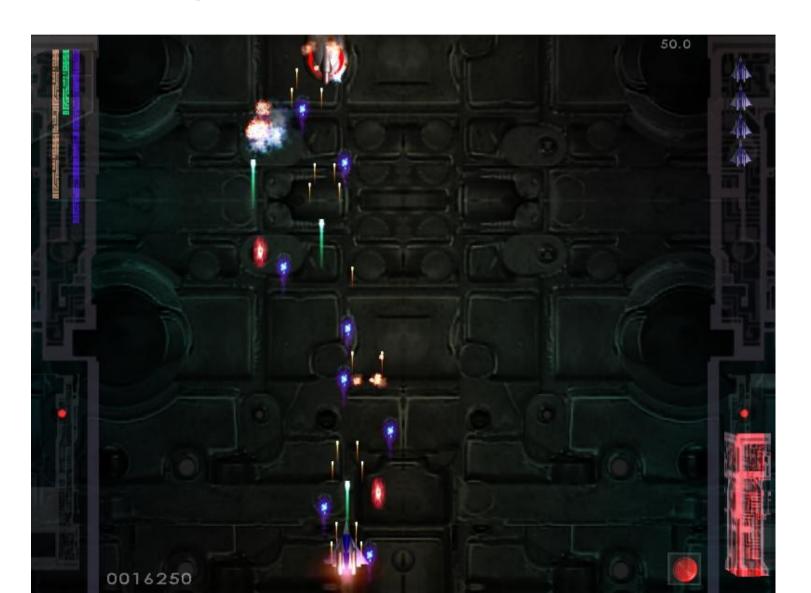


## Bos Wars http://www.boswars.org/



#### Chromium

http://www.reptilelabour.com/software/chromium/



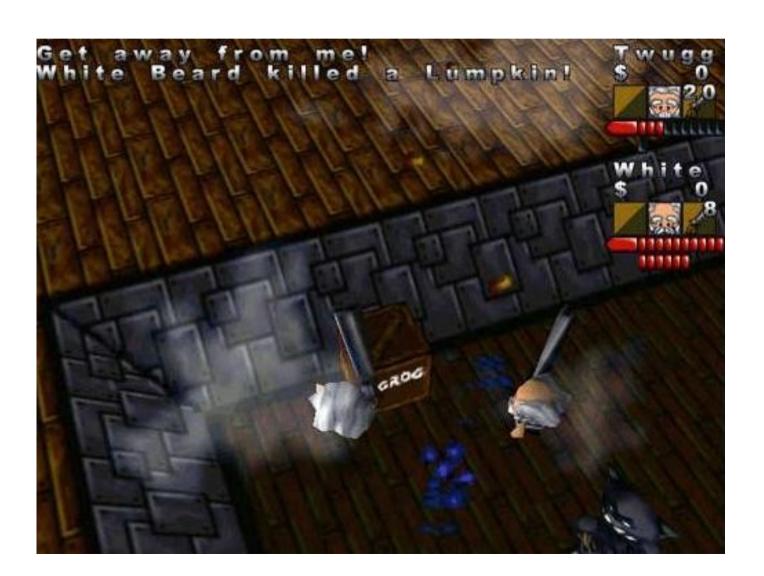
#### World of Padman

http://www.worldofpadman.com/



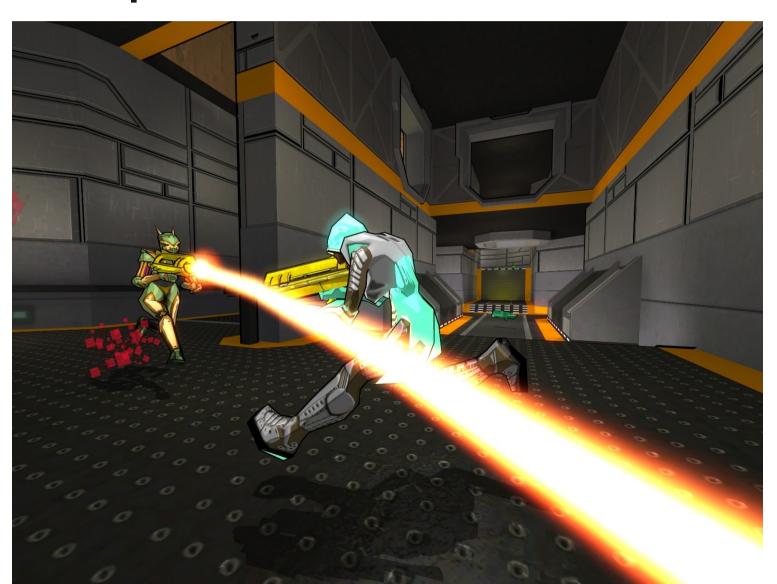
#### Egoboo

http://egoboo.sourceforge.net/



#### Warsow

http://www.warsow.net/



#### Party Games

- Frets on Fire
  - http://fretsonfire.sourceforge.net/
- Stepmania
  - http://www.stepmania.com/

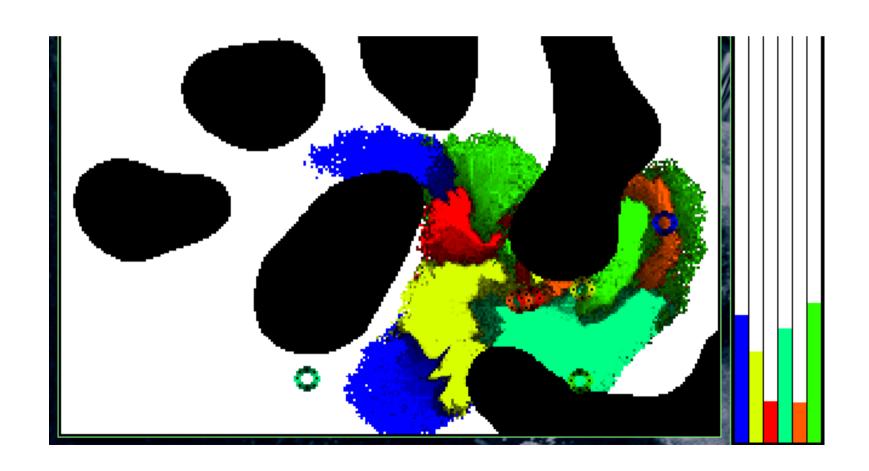




#### Innovative Games

#### Liquid War

http://www.ufoot.org/liquidwar/



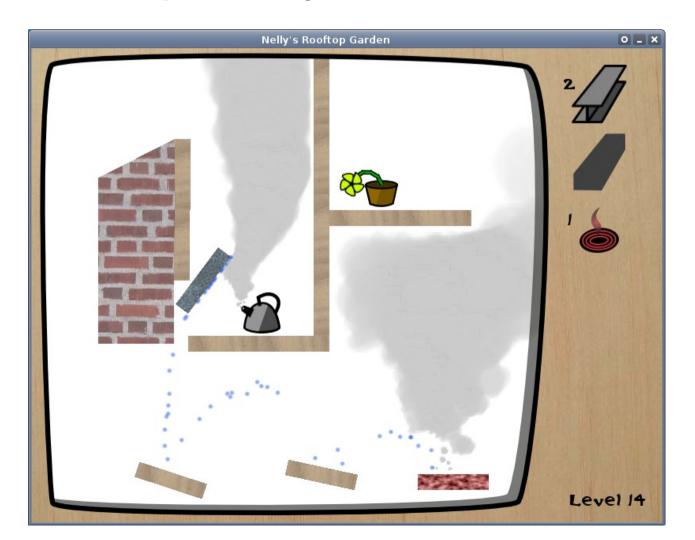
#### Globulation 2

http://globulation2.org/



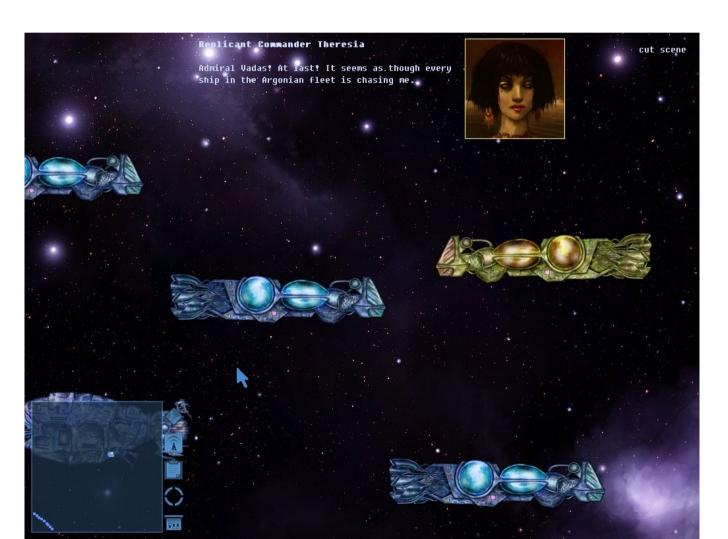
#### Nelly's Garden

http://www.partiallydisassembled.net/nelly/



#### Really Rather Good Battles In Space

http://rrgbis.sourceforge.net/



#### More, more, more!

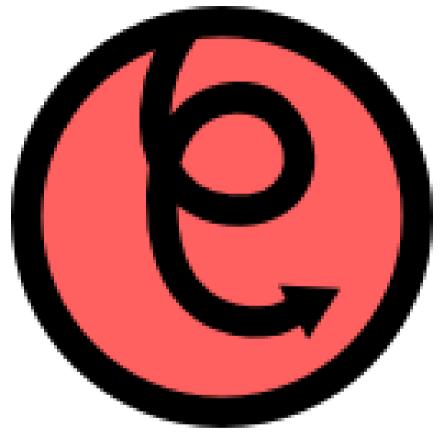
- Freshmeat Games (2918 projects)
  - http://freshmeat.net/browse/80/
- Linux Game Tome
  - http://www.happypenguin.org/
- Wikipedia
  - http://en.wikipedia.org/wiki/Category:Open\_source\_video\_games
- Freegamer Blog
  - http://freegamer.blogspot.com/

## Making your own Games



pygame, pyglet, pyopengl, pyopenal pyode, panda3d, soya3, pyogre





### pyglet.org





#### Ohhh Perrty

- Ogre 3d
- Crystal Space
- Irrlicht 3D
- Nebula Device







#### I don't have time!

- Pyweek 7 days
  - www.pyweek.org
- Ludum Dare 48 hours
  - http://www.imitationpickles.org/ludum/
- PyDay 24 hours
  - http://groups.google.com/group/pyday





http://www.thousandparsec.net/















http://www.thousandparsec.net/

- Framework
- Playable Games















http://www.thousandparsec.net/

Any client <-> Any Server

 Star Wars, Star Trek, Your own ideas!

Web of 4x games















http://www.thousandparsec.net/

#### Buy stuff!

- \$25 T-shirt (I'm wearing one)

- \$20 Calendar
  - \$2 Magnet