

Generic Information

Biography

Im João Canteiro, from Portugal

I'm a bit autistic/dyslexic don't like irony, because don't understand it is seen as a treat. (*A tip in the forums.)

Expert in theory, develop theory for several things. was Unreal Tournament clan leader and Champion, Win several Magic The Gathering Tournaments all with costume theory.

When the community say you can't break the meta, i went there and broke the meta.

My english is not that good any thing ask in the forums or facebook page.

Designing theory

It's like any thing else you need to practice a lot, but if you have a talent for it will be easier. If you don't like design art or have some skill for it a bit hard to learn designing art.

I'm a bit autistic so it is easy, for me to deal with large amount of abstraction. Or to design which is something you need to be good at abstracting things.

Partnership

Looking for a partnership, a company that have high experience in C that could benefit from helping in this engine.

But if that is not possible think the open source community could give a good help. It managed Linux from a good amount of time now, and is written in C.

Linux community is missing a Software Engine like this one to bring the Operating system forward. A engine that can develop games and software easy.

If you have a operating system that is not the main stream you probably want a better development tool to bring people in to your project. By creating more projects you increase the amount of users in the operating system.

Software Objectives

For now launching non working versions to organize things, and let know the project, what is, what is attempting to do, etc..

This is focused in planning of the software, also have code.
Because code, keeps up with the planning.

Tools Objectives

Some tools have simple objectives other long terms objectives, at the moment focus on the first working tool which is the "tutorial tool", to add tutorials to software information for example.

Contact

facebook :

https://www.facebook.com/The-Box-101342814696181/?modal=admin_todo_tour

I'm at this forums:

<https://forum.freegamedev.net/viewtopic.php?f=22&t=7722>

<https://www.gamedev.net/forums/topic/705187-game-engine-in-c-and-open-source-the-box-structural-programming/5419741/>

<https://forums.tigsource.com/index.php?topic=69364.msg1418747#msg1418747>

Files :

The project is in dropbox,

<https://drive.google.com/.../1LqXNvuu5p5t7cQ4yH-7YEqugL7glslMk>

Email :

send mail to eva.project.dev@gmail.com. For any thing, like updates, information, etc...

Advantages :

The code is faster; procedural; maintainable; CSS like code; easy to read; easy to learn; all things can work with it, since it does not nest code; The fact that is in C, is good because of market, don't exist a engine in C at the moment.

This style allow to develop a engine in procedural, already writte a PHP procedural engine with it.

The down aspect it takes a bit more of time planning and developing.