Object oriented systems engineering
IMT3102
Portfolio 1

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Contents

1   Introduction

In this first portfolio we will pick 3 - 4 open-source projects. We are going to analyze each of them from a software engineering point of view. Delve into the differences of infrastructure, communication, openness, financial and social aspects of the open-source development model for these projects.

The projects we have initially chosen are:

- Media Player Classic

- EZ publish

- OpenDungeons

2   Project introduction

2.1   Media Player Classic

2.2   EZ publish

2.3   OpenDungeons

OpenDungeons is an open source, real time strategy game sharing game elements with the Dungeon Keeper series and Evil Genius. Players build an underground (or overground) dungeon which is inhabited by creatures. Players fight each other for control of territory by indirectly commanding their creatures, directly casting spells in combat, and luring enemies into sinister traps.[1]

3   Licenses

4   Infrastructure

4.1   Mailing Lists

4.2   Version control

4.3   Bug tracker

4.4   Instant messaging

4.5   Website

References

[1] Open Dungeons Community[online]. about opendungeons. `http://opendungeons.sourceforge.net/about.html`.