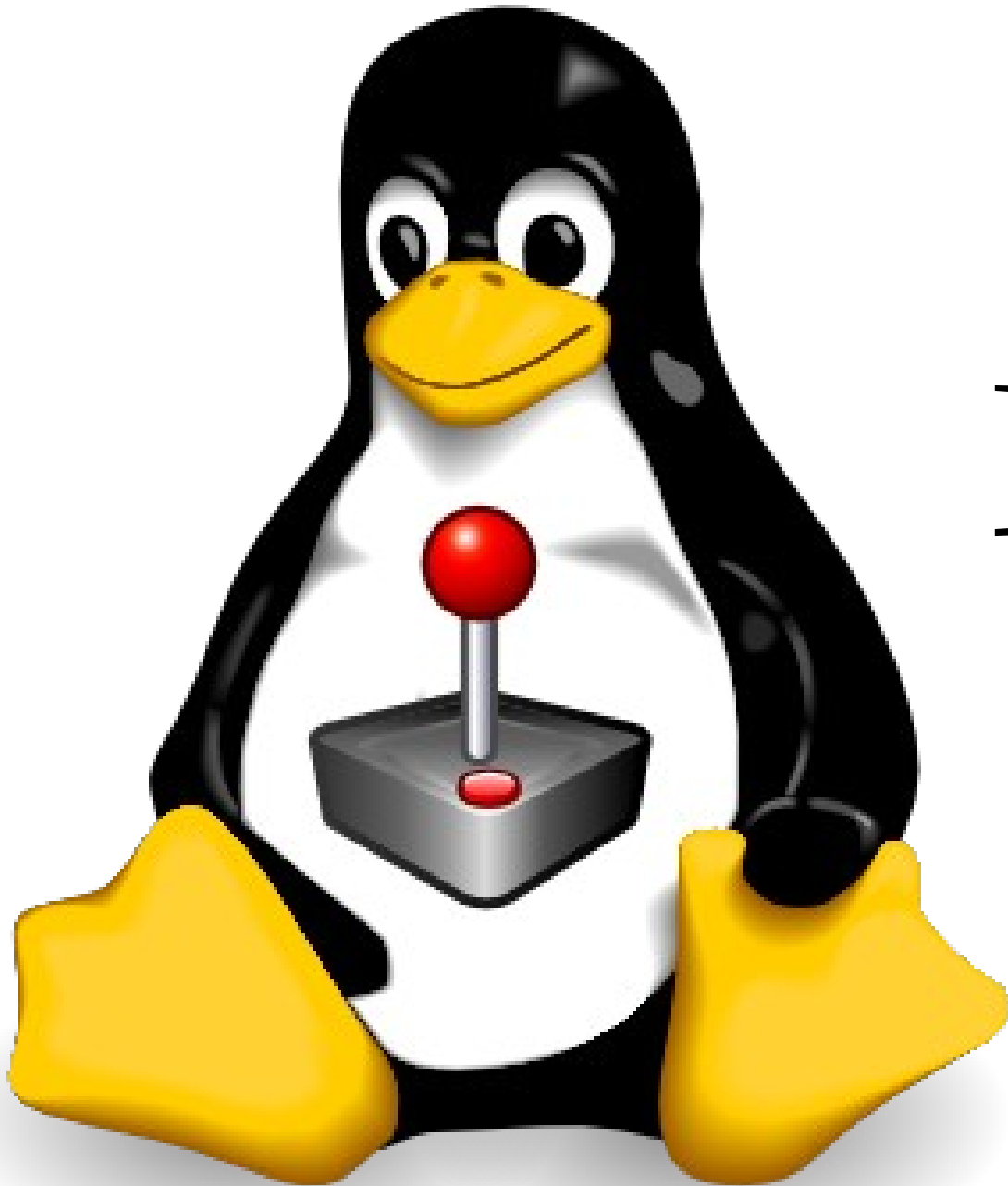


Gaming for Freedom

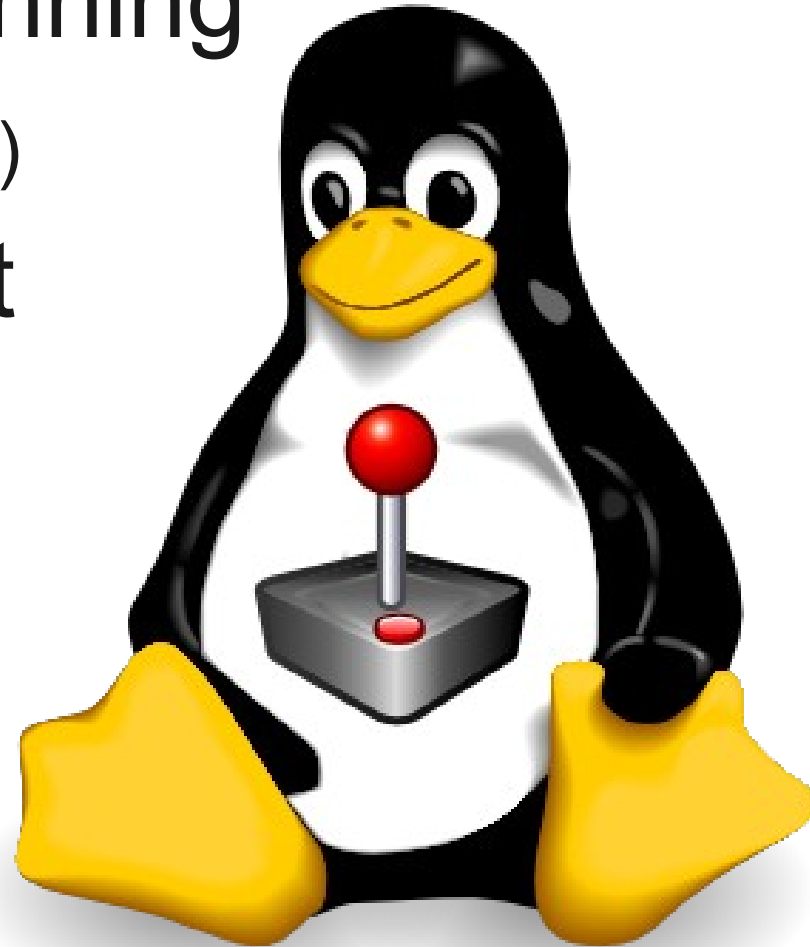


make depend

- What is FOSS? (Beer vs Freedom)
- What are Computer Games?
(Not just “triple A” titles)

The Talk

- Why FOSS Games are important
- How FOSS is already winning
(Including FOSS Games that exist)
- Making your games exist



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, LinuxSA

Yes, I'm Australian



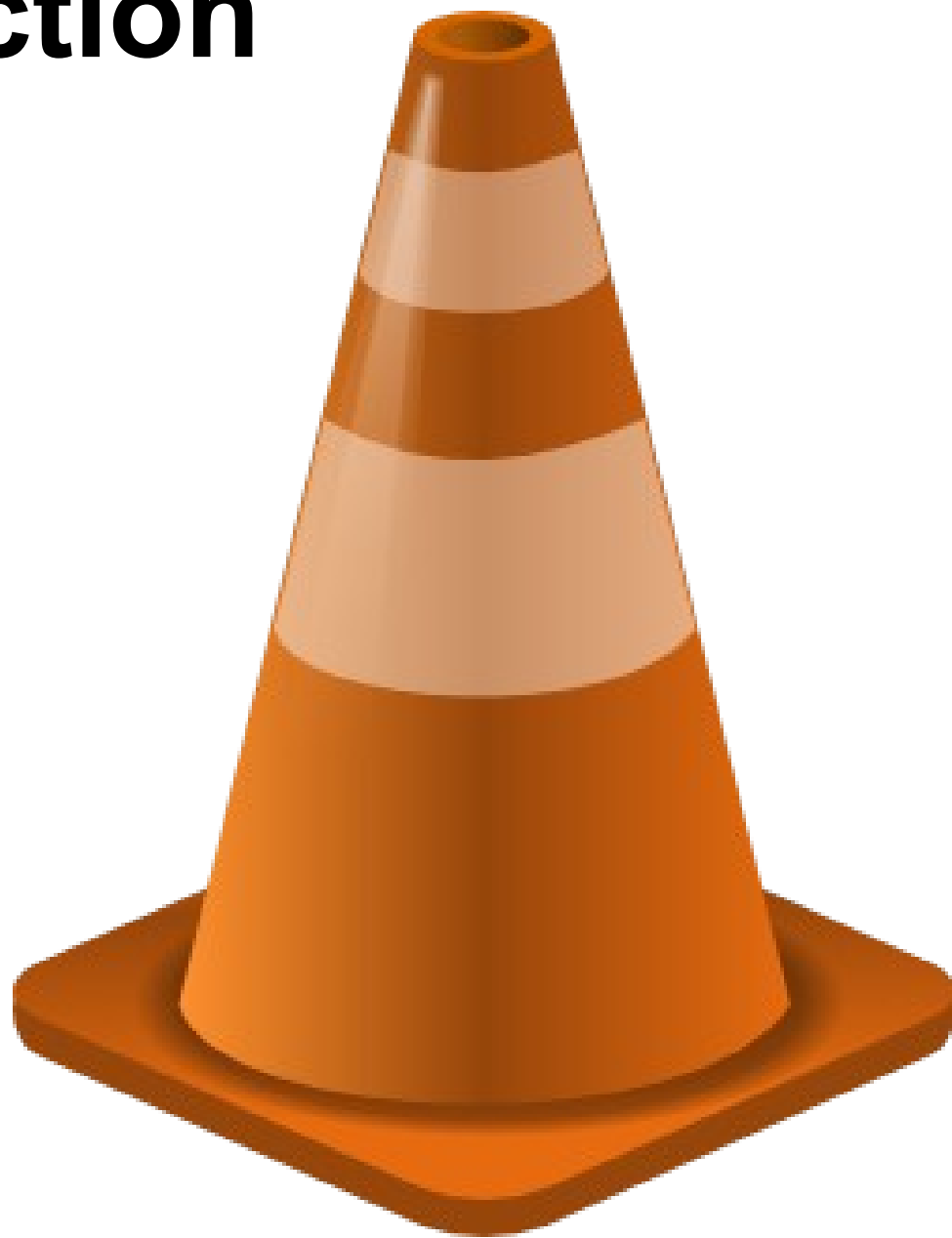
Not Austrian



Australian



Under construction



Why? Oh god Why?

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

Final Frontier

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

“Open Source can not compete with commercial software”

FOSS is competing

- Firefox is at ~20% market share
 - Even higher in some countries
- “Linux revenue” exceed \$35 billion
 - ~10% of all software related, \$359 billion (2007)
- Apache runs ~70% of the internet
(2007)

Why not in games?

I'm not a gamer?

Why should I care?

Media companies want
to turn your PC into
an



- Xbox
- Playstation
- Wii

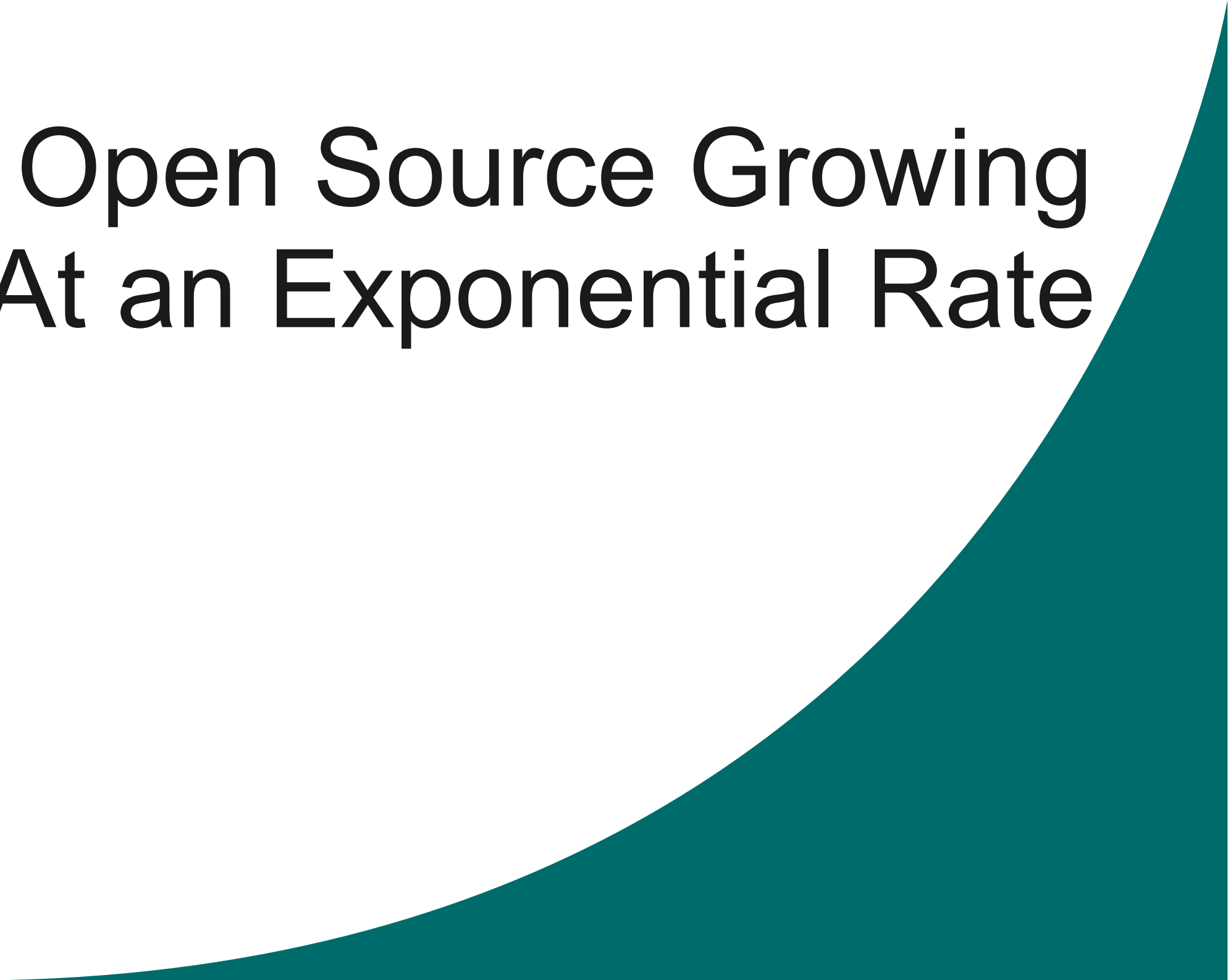
Linux on the Desktop

Games on Linux are required



We are already winning!

Open Source Growing At an Exponential Rate



First games where FOSS

- Spacewar!
- DUNGEN
- MUD

Commercial games use FOSS

- Civilisation IV, Eve Online, Battlefield 2, Command & Conquer: Red Alert 3, Freedom Force, ID Software
- Ease of Use Matters - Python
- Size Matters – Lua, SQLite
- Stability Matters – Linux, FreeBSD



Stability Matters

- Linux runs the backend of many games



FOSS Games

- Polished Games
- Innovative Games
- Party Games
- Casual Games

Polished Games



www.wesnoth.org

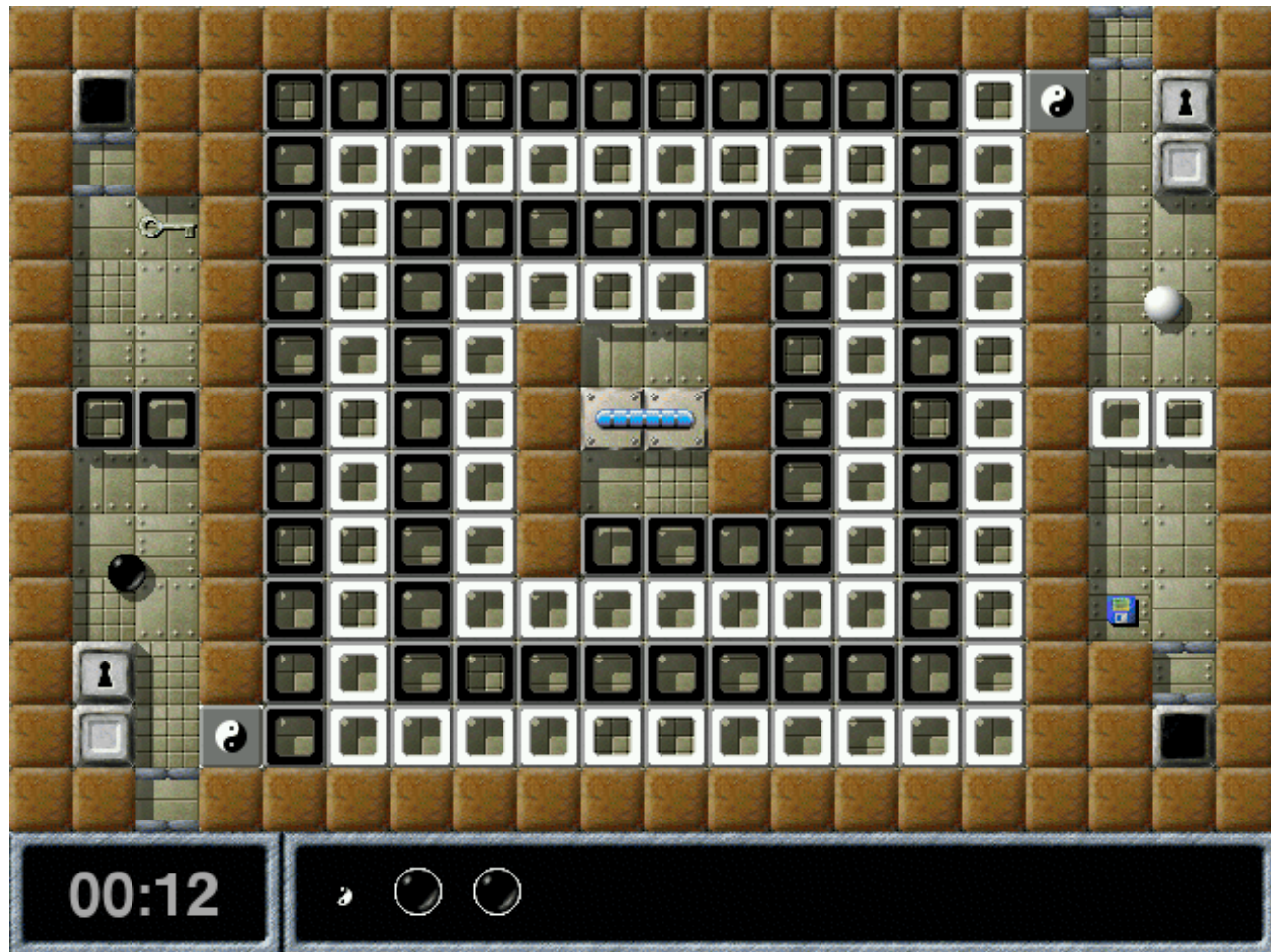
Fish Fillets NG

<http://fillets.sourceforge.net/>



Enigma

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



Chromium

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



World of Padman

<http://www.worldofpadman.com/>



Warsow

<http://www.warsow.net/>



Party Games

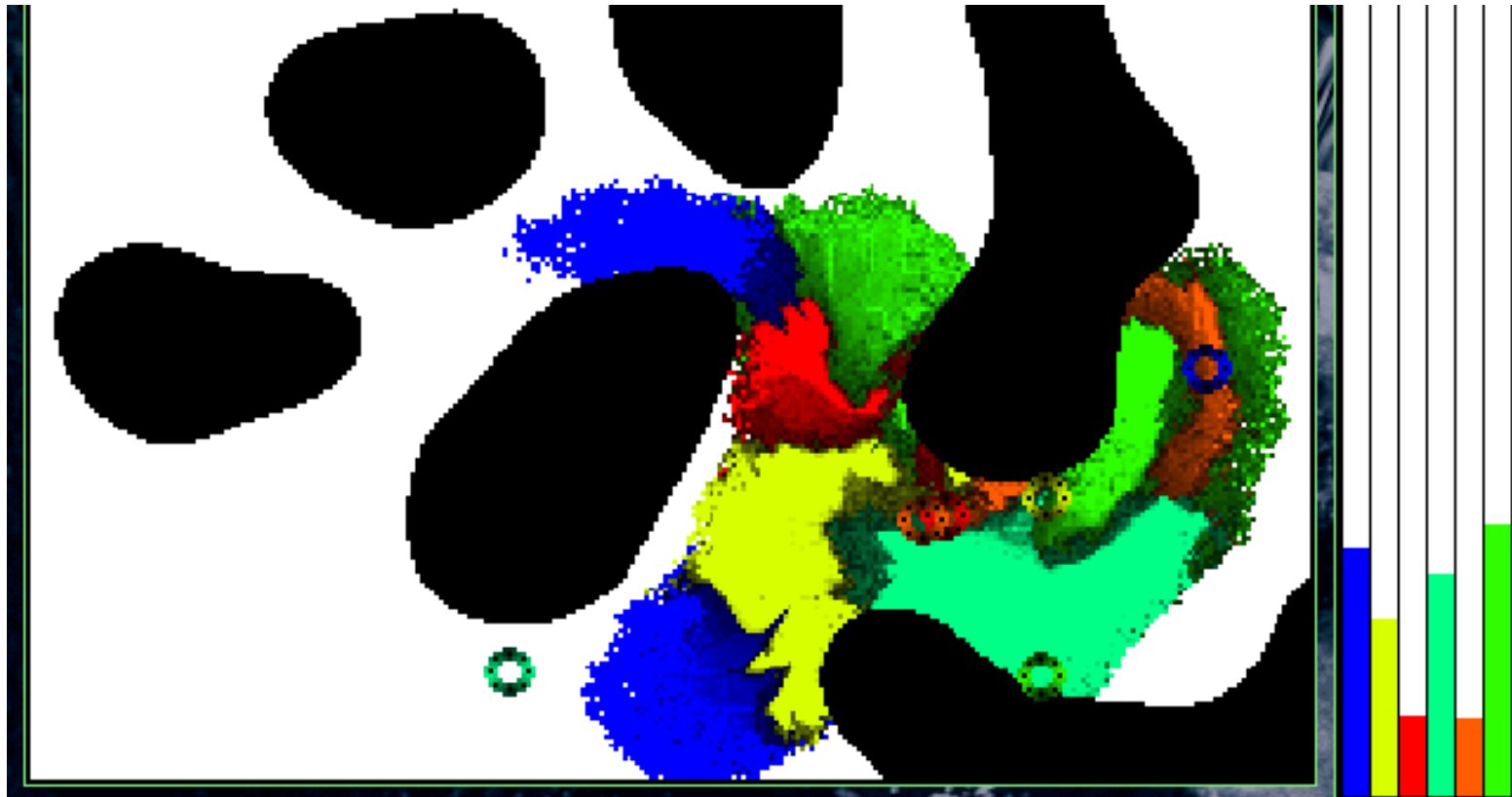
- Frets on Fire
 - <http://fretsonfire.sourceforge.net/>
- Stepmania
 - <http://www.stepmania.com/>



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/>



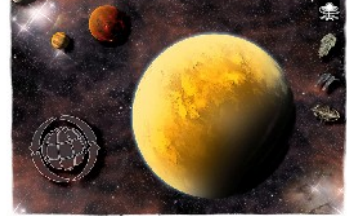
More, more, more!

- 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/>



Thousand Parsec

<http://www.thousandparsec.net/>



Thousand Parsec

<http://www.thousandparsec.net/>

- Framework
- Playable Games



Thousand Parsec

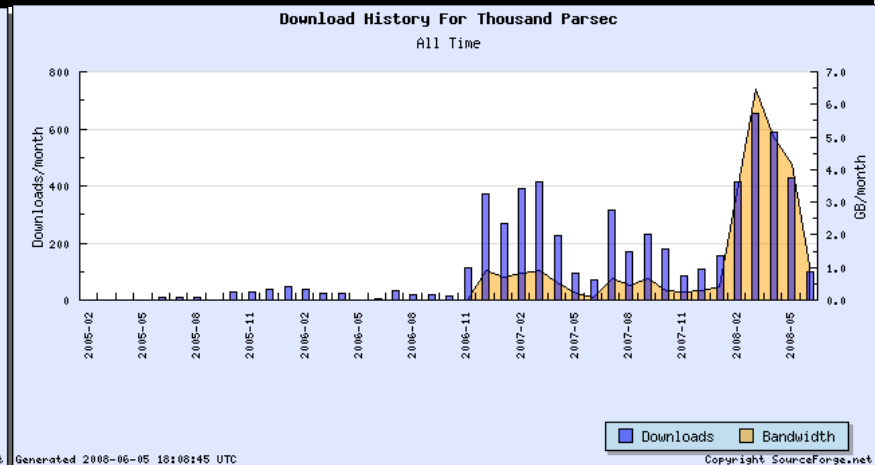
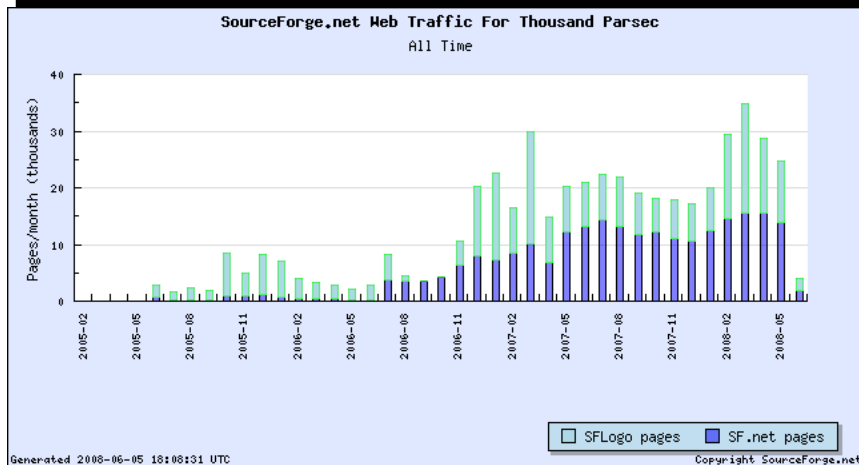
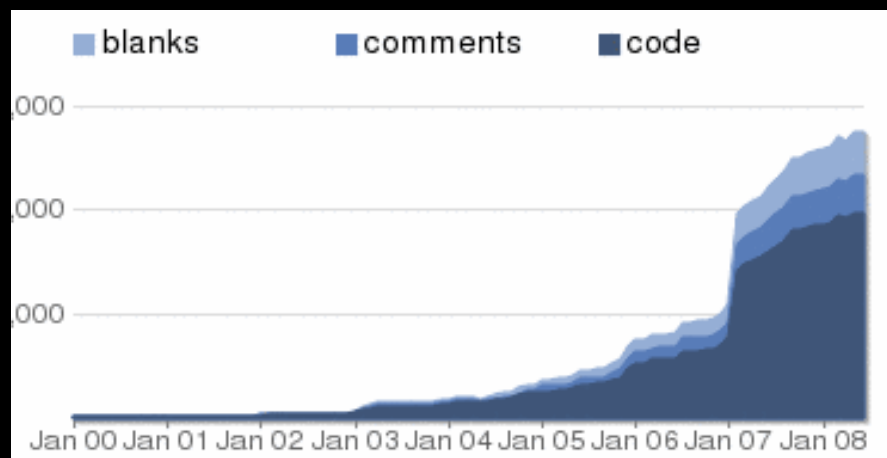
<http://www.thousandparsec.net/>

- Any client <-> Any Server
- Star Wars, Star Trek, Your own ideas!
- Web of 4x games



Growing

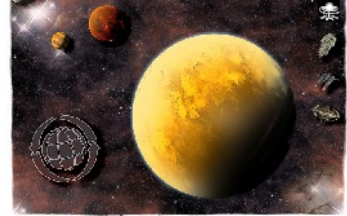
~150k LOC





Helping Grow

- Google
- Summer of Code
- Students!

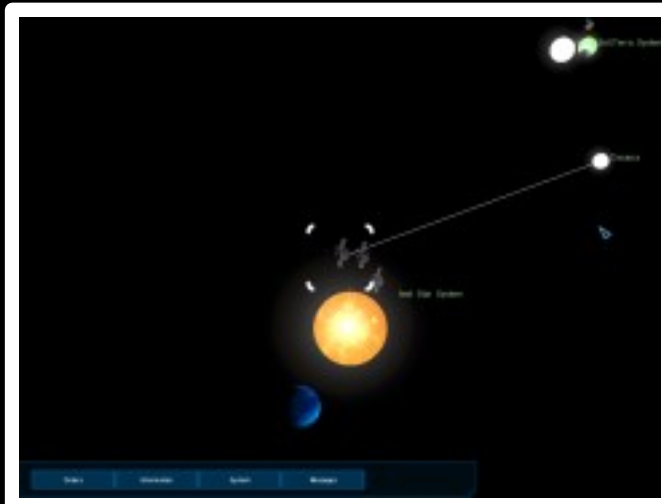


GSoC

- 2008
 - 200 commits in 2 weeks!
- 2007
 - 20,000 LOC from one student



Eye Candy Woo!





Thousand Parsec

<http://www.thousandparsec.net/>

- <http://www.thousandparsec.net/tp/gettingstarted.php>

- Help us play!

- (Windows, Mac, Linux)

OMG, L3tz
m4k3 a l33t
MMMMM0RPG!

or

Making your own
Games

A faded, high-contrast image of Uncle Sam, the iconic symbol of the United States. He is depicted as an elderly man with white hair and a goatee, wearing a top hat with a blue band and a white star. He is pointing his right index finger directly at the viewer. The image is rendered in a style that is somewhat desaturated and has a grainy, posterized appearance. The text "We need YOU!" is overlaid in a large, bold, black sans-serif font, centered over the image. The word "YOU!" is particularly large and prominent.

**We need
YOU!**

JOHN J. HART CO. NEW YORK

Tip 1:

Release early!

Tip 2:

Release often!

Tip 3:

Make it easy
to install

Tip 4:

Promote your
project

I don't have time!

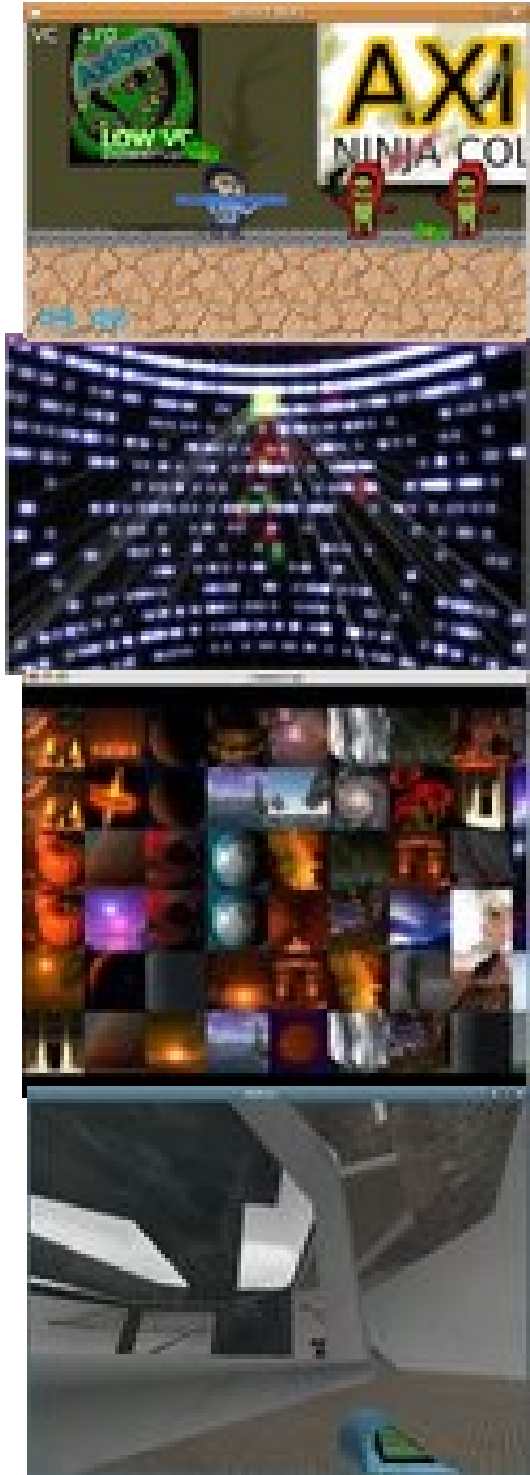
- Pyweek – 7 days
 - www.pyweek.org
- Ludum Dare – 48 hours
 - <http://www.imitationpickles.org/ludum/>
- PyDay – 24 hours
 - <http://groups.google.com/group/pyday>



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



pyglet.org





Ohhh Perry

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

