

Social Games

Distributing Games with Gluon and Open Collaboration Services

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July 4, 2010

Next up...

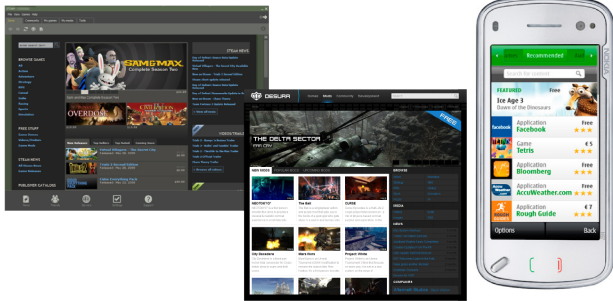
- 1 Introduction
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 - The Vision
- 2 So... Gluon?
 - The Bits
 - The Libraries
 - The Tools
 - The Community
- 3 Google Summer of Code
 - Kevin Whitaker (eyecreate) - via Arjen Hiemstra
 - Shantanu Tushar Jha (Shaan7)
- 4 Wrap-up
 - Take-away Points
 - The End

The State of the Art

Distribution Steam, Impulse, ModDB Desura, iPhone App Store, Android Marketplace, Ovi Store

Creation Unity, Game Maker, Blender Game Studio

Feedback Various forums

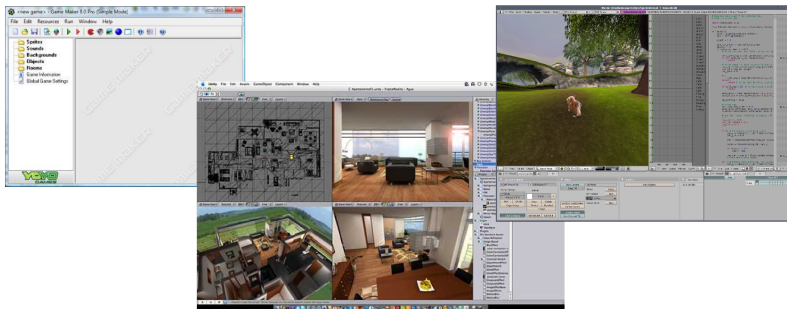


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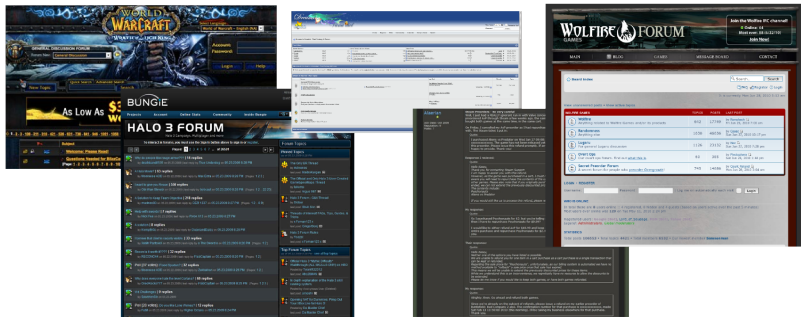


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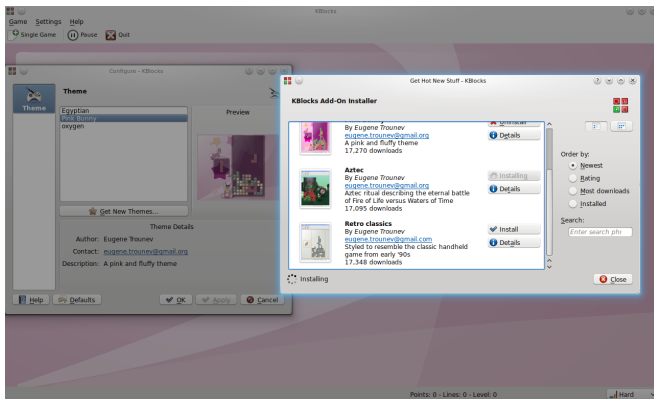
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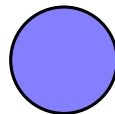


One Way

- KDE games
- GetHotNewStuff
- From creator to consumer



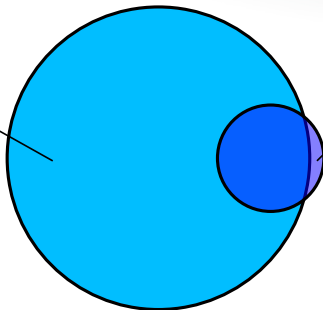
Players and Makers



Makers of
Games

A New Beginning

Players of
Games



Makers of
Games

Everything begins with an idea



Help bring the idea to fruition



Get the idea to the public



Let the public play the game



Feedback is king



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Gluon on the Inside

- Libraries
(GluonCore, GluonAudio, GluonGraphics, GluonInput, GluonEngine, GluonPlayer)
- Tools
(Gluon Creator, GamingFreedom.org, Gluon Players)
- Community

GluonCore

- GDL
(Gluon Definition Language)
- GluonObject
- GluonObjectFactory
(qvariant extension,
(de)serializing, plugins)
- Various convenience
functionality



GluonAudio

- OpenAL based
- Read files with Phonon
- Game-centric
- Positional audio
- Used by Granatier



GluonGraphics

- Based on KGLEngine2D
- Game-centric
- 2D centric
- Boilerplate for drawing code
(various meshes such as
sprite, disc, sphere,
cube...)
- Game loop from
KGLEngine2D removed

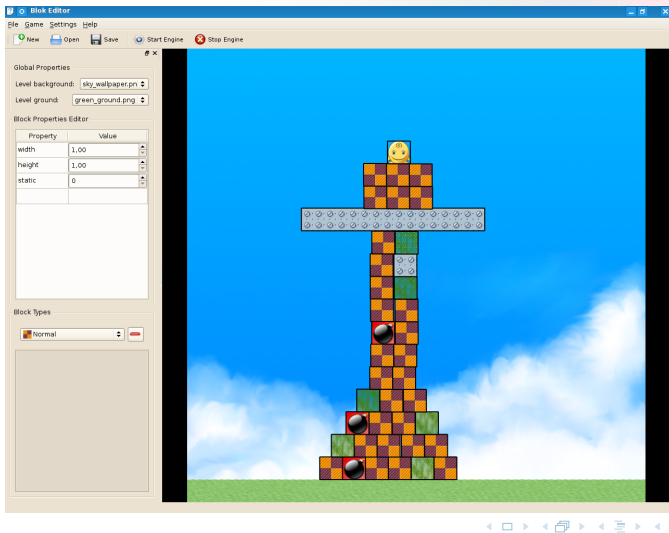


GluonInput

- High-performance
- Game-centric
- Backend-agnostic
- Linux (evdev) and MacOS X
- Notably missing:
Windows (help?)



So far...



GluonEngine

- Game loop (fixed update, varied draw)
- GameProject
- Assets
- GameObjects
- Components
- QtScript game logic



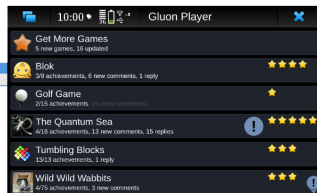
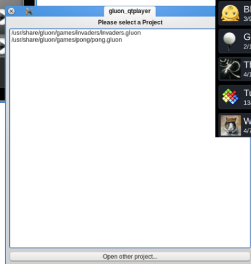
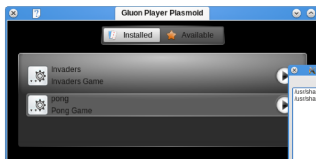
GluonPlayer

- Very heavily under development
- Models for creating player applications
- Both data and models exposed
- OCS functionality



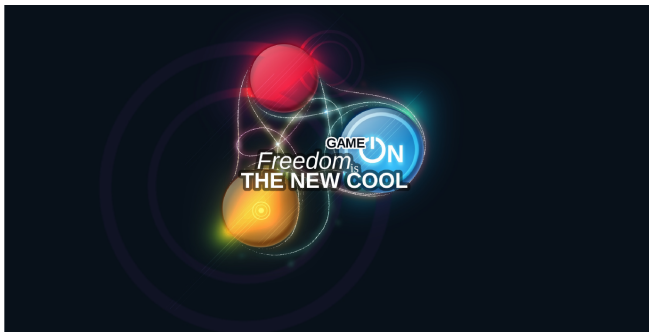
Gluon Player apps

- Download, discuss etc. games
- A player per platform (windows, macos x, linux/x11, meego, ...)
- Shared code-base (libGluonPlayer)
- Qt, Plasmoid. Next: MeeGo, KDE, Gnome?, Android?



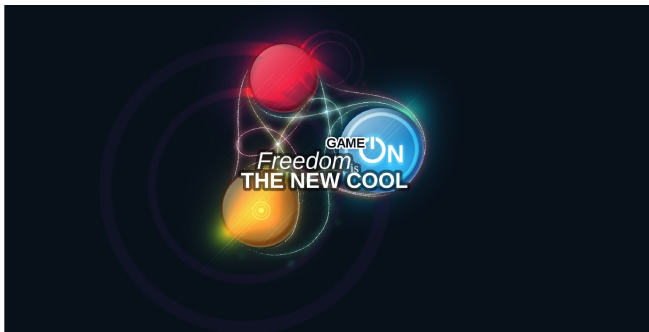
GamingFreedom.org

- Being based on openDesktop.org code
- Donations, subscriptions, payment (paypal, nokia money, flattr, more?)
- Avatars, Achievements, Comments, Concepts, Friends, Player Profile, Ratings, Tags, Scripts



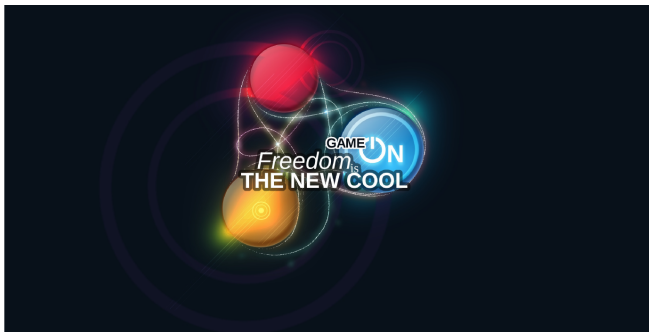
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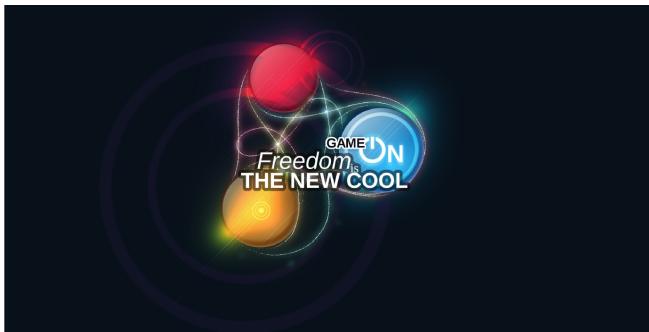
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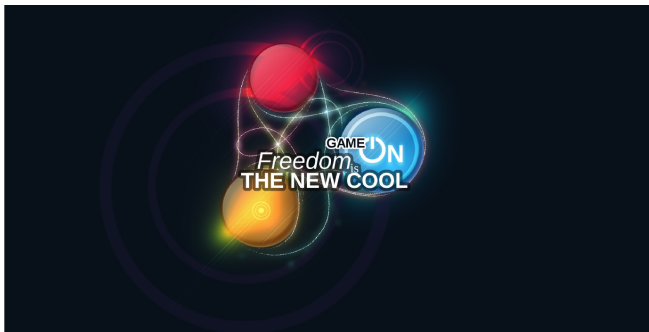
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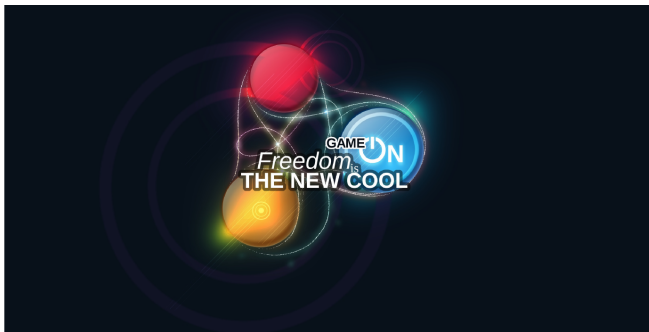
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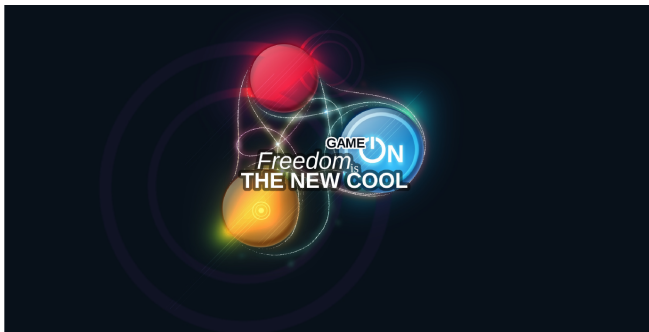
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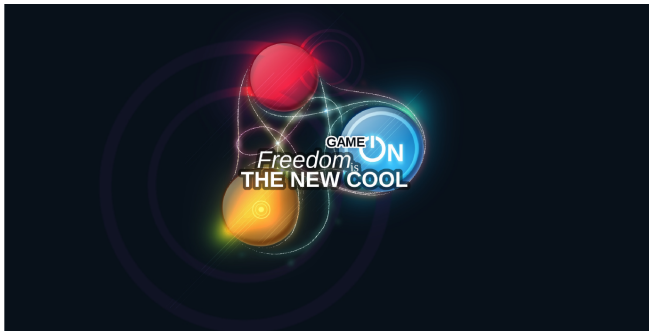
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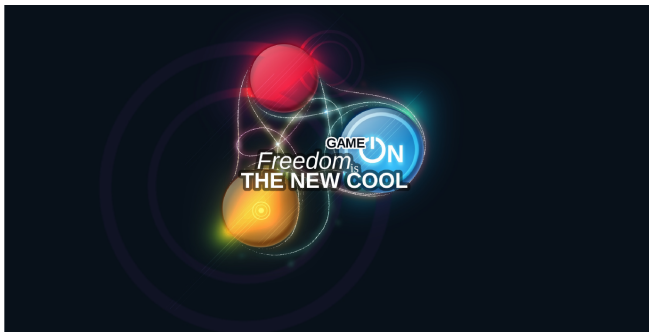
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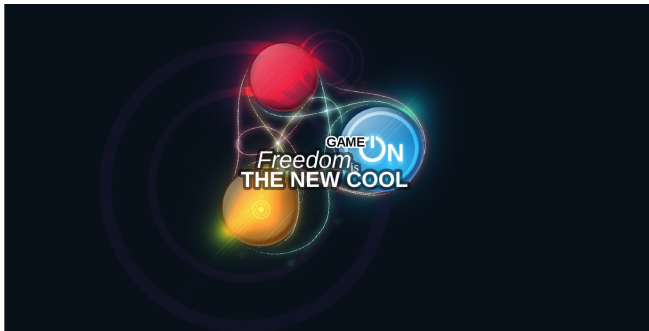
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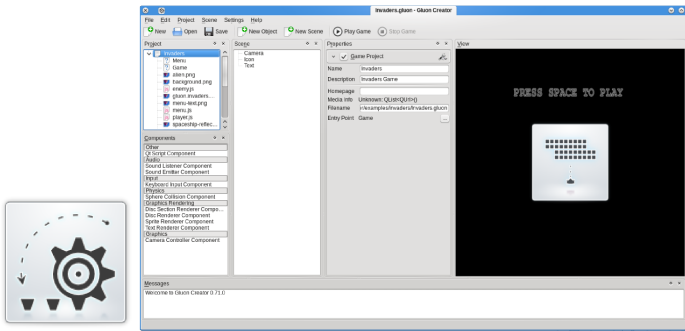
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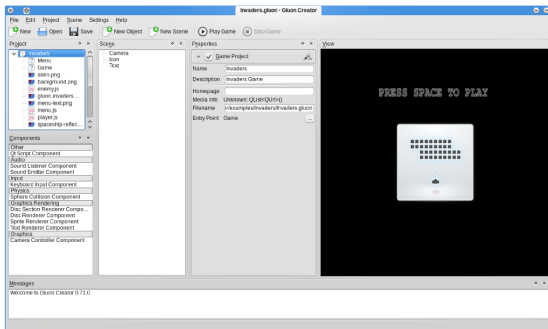
Gluon Creator

- Drag'n'drop scene construction
- Dockable interface
- Game view
- Powerful property editor exposing script values
- Build-in distribution



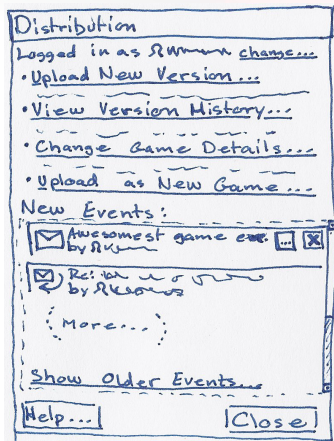
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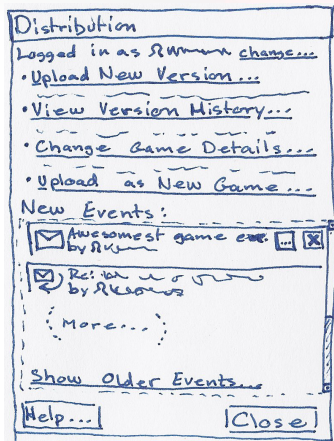
Gluon Creator - Distribution

- Dock
- Functionality from libGluonPlayer
- Upload functionality
- Game details control
- Makers of Games



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The Community

- That would be you, me and everybody else
- Inclusive
- Ubiquitous
- Collaborative
- “People Who Make And Play Games”

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Kevin Whitaker (eyecreate)

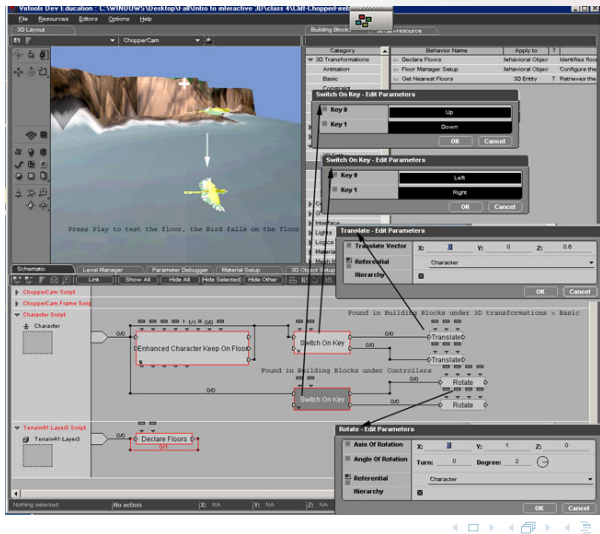
Working on the Graph Based Logic Editor

About

These two plugins are used to enhance the Gluon Creator environment to include a more visual way to design parts of a game normally done textually.

Built from the core Rocs framework.
Inspired by tools like Kismet.

Inspiration



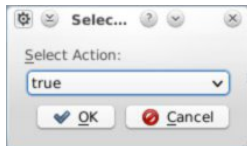
Design

- Nodes represent logic/methods
- Edges represent action/transfer
- Interaction shown visually on screen



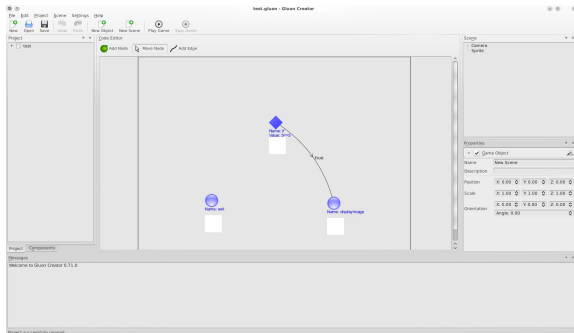
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Shantanu Tushar Jha (Shaan7)

Working on the Gluon Player Plasmoid

Planned Features

- User accounts
- Game fetching
- Ratings and Comments
- High Scores / Achievements
- Donate

Components / Underlying Services

- LibGluonPlayer - Base library independent of player implementation.
- Implementation of LibGluonPlayer using the native GUI libraries (Qt, Plasma, MeeGo/Maemo)
- Open Collaboration Services - freedesktop.org API for online collaboration

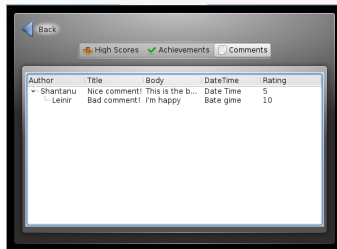
Gluon Player Plasmoid

- Main screen shows list of games
- View details by clicking on the game
- Play the game using the play button



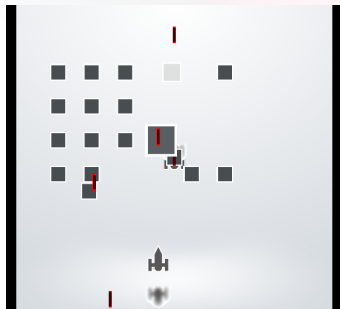
Gluon Player Plasmoid

- Details page
- Shows High Scores, Achievements, Comments and Ratings
- Currently implemented with dummy data



Gluon Player Plasmoid

- Invaders running on the plasmoid
- Uses a modified version of GL Applet, thanks to Arjen Hiemstra and Zack Rusin



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Take-away Points

- Gaming Freedom is a community
- Gluon is a platform for the creation and distribution of and communication about games
- Various ways of building games
- Highly cross platform
(dependent on GluonInput backend availability)

The End

Question Time

Addresses and such

Gluon <http://gluon.gamingfreedom.org/>
<http://www.gamingfreedom.org/>
irc: #gluon on freenode

Author Dan Leinir Turthra Jensen
irc: leinir on freenode
<mailto:admin@leinir.dk>

Next up...

- 5 Appendix
 - BoF
 - ownCloud

Come to the BoF!

Remember the BoF on Friday!

- 09:30 Breakfast - register for this bit (admin@leinir.dk)
- 10:00 Game Design
- 12:00 Getting Gluon
- 12:30 Lunch
- 14:00 Introduction to Gluon Creator
- 14:30 What's Missing
- 18:00 Dinner

ownCloud and Gluon

- Complete user data storage
- Web player extension for ownCloud
- Game storage
- Collaborative project storage
- More ideas?