Creating and Distributing Games
a.k.a. Social Games, Part 2

by The GamingFreedom.org Team

August 8th, 2011
Next up...

1. Gluon who?
   - The Team
   - Your Presenters

2. The History
   - The History

3. The Vision
   - Introduction
   - The Vision

4. The Tools
   - What's it made of?

5. The Demo
   - Live Demonstration

6. The End
   - The End
The GamingFreedom.org Team

- Vision led
- Meritocracy
- Very open team
- Members in Holland, England, India, Canada, France, Germany, Brazil, Norway, Finland
Arjen Hiemstra

- Working for KO GmbH on Calligra (and Gluon)
- KDE contributor since 2009
- Gluon Calligra contributor
- Mastermind behind GluonGraphics
Dan Leinir Turthora Jensen

- Working for KO GmbH on Calligra (and Gluon)
- KDE contributor since 2002
- Gluon, Amarok and Calligra contributor
- MSc from Aalborg University: Game and Engine Programming, specialised in Game AI (behavior trees)
- Instigator of the Gluon re-visioning
Dan Leinir Turthra Jensen

- Working for KO GmbH on Calligra (and Gluon)
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2009 09  Tech preview release

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2011 08  Project’s 2nd anniversary!

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Players and Makers

Players of Games

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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What’s it made of?

GluonCore

GluonGraphics
- Material system
- Model handling
- Various Components
- Particles

GluonInput
- Keyboard
- Single and Multi-pointer
  - (Joystick/joypad)
  - (Accellerometer)
  - (Input Actions)
  - (Positioning)

GluonAudio
- Sound effects
- Streaming audio
- 3D positional audio
  - (Dynamic playlists)
  - (Adaptive music player)

GluonSmarts
- Game AI system
- Perception system
  - based on Behavior Trees

GluonPlayer
- Prefab (GameObject stored as an Asset)
- Asset data

GluonEngine
- Desktop
- Mobile
- Touch
- Touch HD
  - (IVI?)
  - (TV?)

Gluon Creator

Gluon Player

Libraries

Applications

Game Sources

by The GamingFreedom.org Team — Creating and Distributing Games
The Player Applications

- Social game distribution
- In-app functionality equivalent to web portals
- Optionally, payment via web portal (trust)
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- Social game distribution
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The Game Creation Tool

- A game is of assets (scenes, textures, game logic...)
- Edit in the tool, or use external editors
The Game Sources

- Based on open web-APIs:
  - Open Collaboration Services
  - GGZ Gaming Zone
  - PaySwarm

- Common features:
  - Avatars
  - Achievements
  - Concepts
  - Discussions
  - Donations/Micro-payments
  - Friends
  - High-scores
  - Player Profile
  - Ratings
  - Tags
The Game Sources

GamingFreedom.org  openDesktop.org based  
(sponsored by hive 01 GmbH), free-to-play,  
donation based, only GluonEngine based  
games

GameBoom.net  Initiative to do digital game distribution  
of free (and Free) games, distributes binaries

Intel AppUp  Intel’s distribution platform, includes  
pay-to-play

Ovi Store  Nokia’s app distribution platform, includes  
pay-to-play
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Live Demonstration

Demo Time
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Question Time

Addresses and such

- **Gluon**: http://gamingfreedom.org/
  http://gluon.gamingfreedom.org/
  http://test.gamingfreedom.org/
  irc: #gluon on freenode

- **Author**: Arjen Hiemstra
  irc: ahiemstra on freenode

- **Author**: Dan Leinir Turthra Jensen
  irc: leinir on freenode
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Come to the BoF - Friday 11:00 in 1.205
And the AppUp Event next Wednesday in Köln

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**Author**
- Arjen Hiemstra
  - irc: ahiemstra on freenode
- Dan Leinir Turthra Jensen
  - irc: leinir on freenode