

WIDELANDS

WiHack 2010

Karlsruhe, Germany • Entropia e.V.

1/2/2010 - 1/5/2010

<http://wl.widelands.org/wiki/WiHackTwentyTen/>

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What is
Widelands?

The Origins • Settlers II

- by Bluebyte, 1996
- fantastic graphics
- intriguing gameplay, lots of focus on details
- engine based on hexagonal tiles, which fascinated me and so I tried to clone it



Widelands goes public

- Some doodling around left me with a prototype engine ~ end of 1998
- Lay dead on my HD for around two years
- Not useful for me, but was too much work to throw it away
- So I uploaded it on sf.net in November 2001

What is it already?!?

Widelands is an open-source, slow paced build-up real time strategy game.

- Open-source: free as in free beer and free speech. Everyone can join in the development. Everyone can download it
- Slow paced: a game can easily last for 8 hours
- Build-up: emphasize on creation, not destruction
- Real time: all players play at once, up to 8 players are (currently) supported
- Strategy: needs brain, not reaction
- Game: a lot of fun

Basic principle

- You start with a Headquarter containing wares (wood, stones, gold) and workers (carpenter, miner, builder)
- You order buildings and create roads
- Enjoy the „wusel“:
 - your people start carrying wares to construction site, builder starts building your house
 - When house is done: worker moves in
 - house / worker start their work: for example lumberjack starts cutting down trees

DEMO

Map Editor

- Generation of surroundings (Heights, Terrains, Resources)
- Placement of Bobs
- Construction of missions with trigger/events



DEMO

Current state

- Very playable - never done
- Single:
 - the beginning of two campaigns
 - many maps to choose
 - AI that can be some fun
- Multi:
 - play online against 7 others

Current state

- 3 tribes; all with individual buildings and tech trees
- 4 worlds (Tilesets)
- 20 music pieces, own sound effects, own graphics
- translated in 18 languages
- runs on Windows, Mac OS X, Linux and most Unix derivates

Press Response

- covered by (at least) the following: C't, LinuxJournal, LinuxUser, Chip online, AmigaFuture, Framasoft....
- LinuxJournal

„Delve into this game, and there's much that lies beneath the surface. It has simple things that please, like how the in-game menus are very sophisticated and solid, with none of the bugginess you get in many amateur games. But, it's the complete reversal of hyperspeed in its gameplay that I really love. I always want to get back to building my base when playing most RTS games, but I'm constantly drawn away by fire fights. This game lets you keep building, and places serious emphasis on how you do it.“
- LinuxUser, 3 pages long Treatment: (4/2008)

„Widelandis ist inzwischen zu einem interessanten und auch optisch ansprechenden Strategiespiel herangereift.“
- C't (4/2008):

„Aufbaustrategie in Echtzeit ist angesagt.“

Fun stats

- ~20 coding developers
- ~2 website developers (need more!)
- ~20 graphic artists
- ~10 sound & music artists
- ~10 game content providers (story, maps)
- many, many translators and packagers
- Downloaded ~400.000 times.

code_swarm*

Download Video from:

<http://www.widelands.org/~sirver/wihack2010/codeswarm.mp4>

*: <http://vis.cs.ucdavis.edu/~ogawa/codeswarm/>

code_swarm*



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Development

The Website

- The website:
 - Wiki, Forums, Screenshots, PMs, Widelands Game Server, Java IRC chat client (not from us)
 - Custom build using python
 - No glue between python and c++ game code yet, a lot of work (e.g. parsing conf files) was duplicated :(
 - Using the django web framework:
<http://www.djangoproject.com>
 - Hosted at launchpad:
<http://www.launchpad.net/widelands-website>

The Game

- The game:
 - C/C++
 - Utility code & build system in Python/Ada
 - Using SDL - <http://www.libsdl.org>, Boost <http://www.boost.org>, ggz gaming zone <http://www.ggzgamingzone.org>
 - Hosted at Sourceforge:
<http://www.sf.net/projects/widelands>
 - Homepage:
<http://wl.widelands.org>

WiHack 2010

Wideland's **I**nternational **H**acking **a**nd **C**oding (in) **K**arlsruhe 2010

Wideland's' **I**nternational **H**ouse of **A**ffiliates **C**onference **K**arlsruhe 2010

Wideland's: **I**ntense **H**ours of **A**dvancement **C**onference **K**arlsruhe 2010.

Facts

- First Meeting of the Widelands community
- Takes place in Karlsruhe, Germany at the Entropia eV
<http://www.entropia.de>
- Starting January the 2nd 2010, ending the 5nd
- Coding & Playing Event
- All information:
<http://wl.widelands.org/wiki/WiHackTwentyTen/>

Help wanted

- Everyone can help by joining and playing
- Everyone can help by joining and developing
 - Newbies welcome: learning by doing
 - C/C++ skills useful
 - Python skills useful
 - Django skills useful
 - Webskills (HTML/CSS/Design) useful

Selected projects

Game

- New Build System
 - CMake experienced help needed!
- Donkeys / Oxen
- Google Summer of Code
- New VCS, new Code Hoster
- Battle code
 - mostly testing
- Network Code improvements

Selected projects

Website

- Bugfixing (Django knowledge wanted!)
- Better / more integrated help system
- Widelands Python Lib sharing code with Game
- Redesign (Designers wanted!)

Summary

- 1 / 2 / 2010 - 1 / 5 / 2010 Karlsruhe, Germany
- Everyone is welcome! Participation is cost neutral
- Gamers and Developers unite!
- Many projects, ground stone for future advancements
- Relaxed hacking / gaming in cozy housing together with friends

Questions?