# OPEN SOURCE GAMING

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# Who are we



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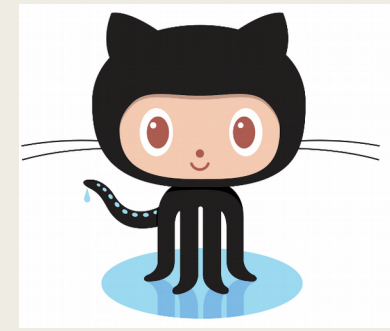Adinashanholtz.com



Amanda Lange

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Rachel White

@Ohhoe

# What is open source?

**TLDR;** Basically, show your code for free, allow people to see/learn from/redistribute your code, don't discriminate or hinder anyone/anything in the process.

# What is open source with regards games?

- Free available assets

- Open source code for engines

- Closed engines but open game code

- Partially open mod capable games

- Open ended APIs
  - *-Ex: Red Queen*

# Benefits to using open source software: $$$

- Enterprise: A way to get people to start making things with your products
  - *Counter Ex: Pokemon Go*

- Donation base system

- Game may have died, but its spirit will live on forever

- Brand recognition

- "Copying's a compliment"

Unsolicite

# Benefits to using open source software: Metagame

- Creating new games from games!

- Create new genres.



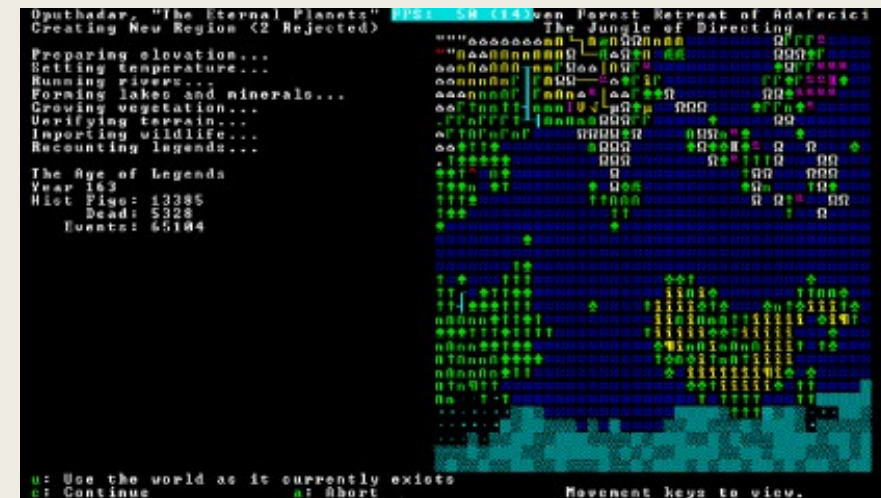DoTA



Counter Strike



Stanley Parable

# Benefits to using open source software: Education

- Scratch!

- Ex: Game Sprout- developing games for and with people

- RoboCode

gamesprout
Be a game designer.

# Ways you can open source

- Allowing community input on game
  - *Mods!*

- Unity + Github

- Open source tools

- Open source games

- Game jams are a great way to test the waters. Ludum Dare April 21st!



Dwarf Fortress

# Ways you can open source

- Open sourcing your game allows you to make statements

- Video: I wanna be the guy:

- https://youtu.be/EzxJgWbm_3I?t=146

# Ways you can open source - Silent Dream

- Silent Dream

- http://adinashanholtz.com/silent-dream

# What can you do right now?

- Game Dev
  - *Teach!*
  - *Build Mods!*
  - *Make Games!*
- -Non Game Dev
  - *Still Teach!*
  - *Build Tools!*
- -Artist/Designer/Non Dev
  - *Contribute to CC assets!*
  - *Play open source games!*

# Resources

- http://opengamedev.azurewebsites.net/  (compiled list of resoruces)

- https://github.com/leereilly/games (games on github!)

- https://github.com/ashanhol/Silent-Dream (OS game!)

- https://github.com/ashanhol/Game-Design-Curriculum (Game Curriculum on Github!)

- http://robocode.sourceforge.net/

# Thanks!



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