

Spring & Steam an Odyssey

Eshed Shaham
FOSDEM 2020

Spring RTS Engine

- Supplies various services for games
 - Scripting
 - Physics
 - Graphics
 - Pathfinding
 - Networking
- Currently (31.01.2020)
 - 27,963 commits
 - ~100 contributors
 - <2 active core developers



Spring



Total Annihilation (1997)

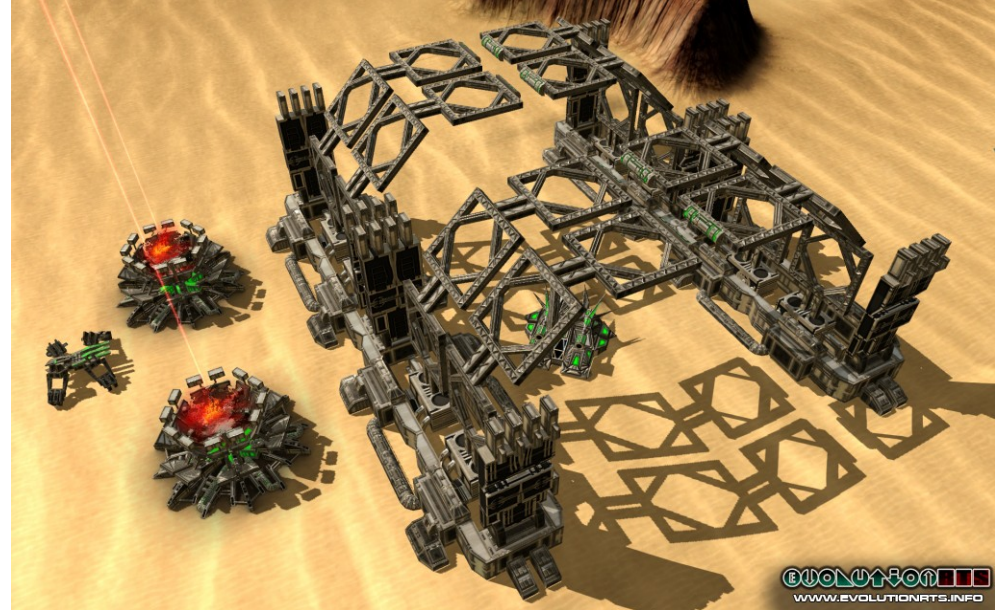


TA-Spring (2005)

Spring



Zero-K



Evolution RTS

Spring



Spring: 1944

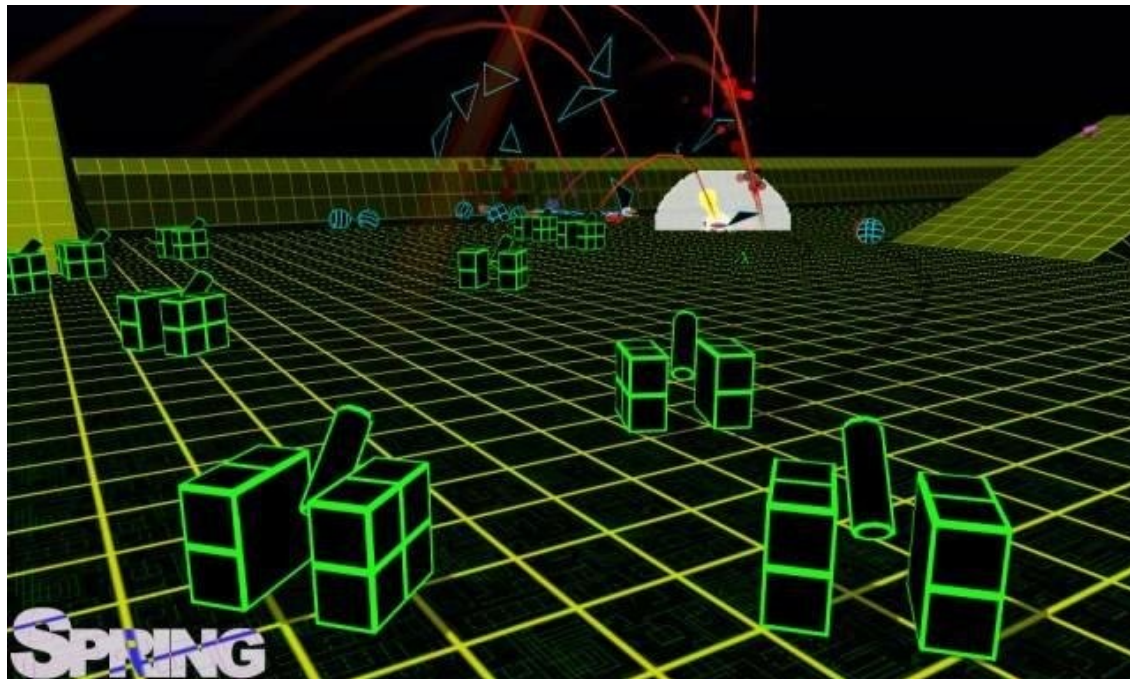


Imperial Winter

Spring



Gravitas

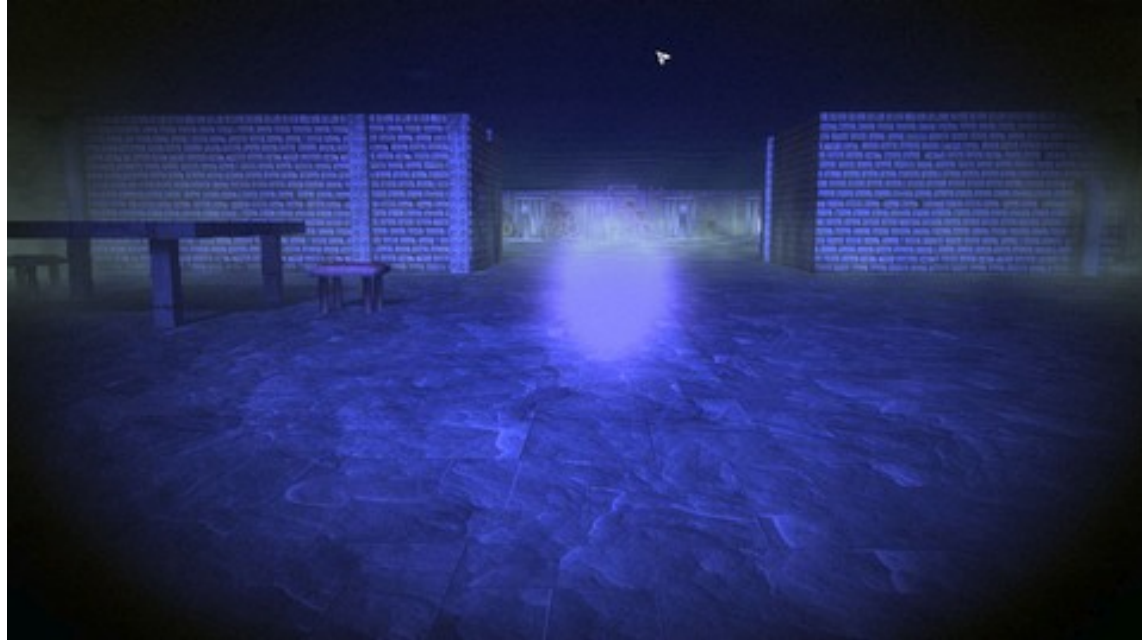


Kernel Panic

Spring



Area 17



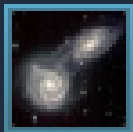
Parts Needed

Zero-K Steam Launch

- First version released – May 2007
- Reached popularity – ~2009
- Steam Greenlight – April 2014

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Licho [author] 18 May, 2014 @ 3:45am

We have to prepare and double check lots of things now.. so probably a couple of weeks

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- Steam Launch – June 2014

Questions?

EvoRTS Steam Launch

- First version released – Dec. 2007
- Reached popularity – ???
- Steam Greenlight – January 2013
- Steam Launch – 4th April, 2014

The Catastrophe

Now Available on Steam - Evolution RTS

Product Release - Valve

7 Apr, 2014

Evolution RTS is Now Available on Steam

Evolution RTS is a free an Open Source RTS game designed using the Spring Engine. It has been in development for over 5 years and receives updates often. It's gameplay is designed specifically to appeal to gamers of all skill levels. The gameplay is designed around the use of unit groups, and the mixture of your unit group often will determine how successful you are in battle, as opposed to churning out hundreds of the same unit continually.

The economy and teching system is easy to learn and use. The game itself supplies many tools that make managing your economy easier so that you can focus more on crushing your enemy than of playing simcity in your base. Units interact using realistic physics and varied terrain (you can actually micro units in order to dodge projectiles!).



The Catastrophe

Now Available on Steam - Evolution RTS

Product Release - Valve

HELP STEAM USERS!

by **Forboding Angel** » 07 Apr 2014, 20:32

Please help me! I'm at work and steam users are flooding in!

SPringie is spawning spring 91 autohosts!!! It needs to be spring 96!!



0 x

Forboding Angel
Evolution RTS Developer

Posts: 14375
Joined: 17 Nov 2005, 02:43

micro units in order to dodge projectiles!).



The Catastrophe

Now Available on Steam - Evolution RTS

Note: This is not a review of the gameplay itself, and you'll find out why in a second.

The download for the game is simply a download for a game lobby.

OH GOD WHY.

I hung around for around 25 minutes trying to figure out how to just start a game. The Terms of Service for the Spring Engine



The Catastrophe

Now Available on Steam - Evolution RTS

Note: This is not a review of the gameplay itself, and you'll find out

CUSTOMER REVIEWS

50% of the 385 user reviews for this game are positive.

Overall Reviews:

Mixed (385 reviews) ?

I hung around for almost 20 minutes trying to figure out how to just start a game. The Terms of Service for the Spring Engine



TASClient 0.71 - [Tab]Boberith[P4RO]

Official Ex...

3 Local, 0 Rem...

2:06:45 PM

2:08:28 PM

2:09:07 PM

2:09:16 PM

2:09:19 PM

2:09:21 PM

2:10:26 PM

2:10:33 PM

2:10:36 PM

2:11:07 PM

2:11:16 PM

2:11:18 PM

2:11:28 PM

2:11:21 PM

Battle list (b...

Jan

Deca...

10 BA

TERA

BA A...

Chick...

10 BA

hee

to be b...

The M...

1v1 t...

PORC...

Ring

1v1 S...

Hug

pepp...

sleep

10 BA

10 BA

Server Settings Other

Log & Users #zk #sy [LCC]K

19:05 MelBot: <MrBuild> build #601 of linux-static-x32 is complete: Failure [failed buildConfigNinja]
Build details are at http://buildbot.springrts.com/builders/linux-static-x32/builds/601 blame!ist: jk <-jk->
19:05 MelBot: <MrBuild> build #826 of full-windows-test is complete: Failure [failed build dir create]
Build details are at http://buildbot.springrts.com/builders/full-windows-test/builds/826 blame!ist: jk <-jk->
19:16 github: [spring] jk3064 pushed 2 new commits to develop: http://git.io/0scyPA
19:16 github: spring/develop 9a8ef97 jk: make boost::timer optional in SpringTime UnitTest
19:16 github: spring/develop fa5226b jk: this_thread::sleep_for() seems to be newer than 1.47, use
sleep() instead for now
19:17 MelBot: <MrBuild> build #2071 of quick-macosx is complete: Failure [failed buildConfig] Build
details are at http://buildbot.springrts.com/builders/quick-macosx/builds/2071 blame!ist: jk <-jk->
19:29 github: [spring] jk3064 pushed 3 new commits to develop: http://git.io/0ZtNz-w
19:29 github: spring/develop fb6cdc jk: use boost::posix_time::millisecods
19:29 github: spring/develop 30c138c jk: fix #3706: catch exceptions in dedi server, too
19:29 github: spring/develop 849b6fa jk: fix missing include in SpringTime UT
19:34 github: [spring] jk3064 pushed 1 new commit to develop: http://git.io/8jzDew
19:34 github: spring/develop a48b54b jk: fix missing include <SDL_Timer.h> in Game.cpp
19:42 github: [spring] jk3064 pushed 1 new commit to develop:
https://github.com/spring/spring/commit/b276534d25032f591abf4c2380feb859af4e784
19:42 github: spring/develop b276534 jk: <SDL_Timer.h> -> <SDL_timer.h>
19:53 github: [spring] jk3064 pushed 2 new commits to develop: http://git.io/TlSblq
19:53 github: spring/develop 8650954 jk: fix missing macosx dependency
19:53 github: spring/develop e08136f jk: fix mingw compile
19:56 github: [spring] Kaylewt pushed 4 new commits to develop: http://git.io/GHfJLQ
19:56 github: spring/develop a1478fd rt: fix 3660 (probably)
19:56 github: spring/develop 2b6876 rt: UnitDrawer: cleanup code paths
19:56 github: spring/develop dc1323c rt:
20:01 github: [spring] jk3064 pushed 2 new commits to develop: http://git.io/r_yqsw
20:01 github: spring/develop 1e1a59b jk: fix a few remaining camera->pos
20:01 github: spring/develop 439c35c jk: fix typo in 30c138c01
20:08 github: [spring] jk3064 pushed 1 new commit to develop: http://git.io/48y_vQ
20:08 github: spring/develop d073a17 jk: fix camera->pos in new UnitDrawerState.cpp
20:18 github: [spring] jk3064 pushed 1 new commit to develop: http://git.io/TCOpIw
20:18 github: spring/develop bc264c jk: fix compile in 2bf6876a7a (server WTF)
20:28 github: [spring] jk3064 pushed 1 new commit to develop: http://git.io/kL3f_w
20:28 github: spring/develop 286e2e3 jk: SpringTime UT: seems CLOCK_MONOTONIC_RA
always available

| status | title / host | engine | game |
|--------|---|--------|---|
| G | TEAMS: All welcome! / Springjee | 94.1 | Zero-K v1.1.4.0 |
| G | v94.1 no map rotation / [TERA]Host2 | 94.1 | Balanced Annihilation |
| G | Springjee NOTA (stable) Autohost / Nitrogen | 91.0 | NOTA 1.71 |
| PG | Szefo's Battle / Springjee3 | 94.1 | Zero-K v1.1.4.0 |
| | [Spring MT 94.11] Huge battle for multicore / SpringMT194.1 | | Balanced Annihilation |
| PG | glen / AYemm | 94.1 | Balanced Annihilation |
| PG | Paremo / Springjee4 | 94.1 | Zero-K v1.1.4.0 |
| PG | Final Battle all vs all vs Chikennnnnnng / Springjee2 | 94.1 | Zero-K v1.1.4.0 |
| G | FeXoR's game / Springjee5 | 94.1 | Zero-K v1.1.4.0 |
| | 2v2 - 3v3 / Spads2 | 94.1 | Balanced Annihilation V7.75 Comet Catcher Redux |
| | (*)TrueSkill* Tiny~ Medium games (1v1~3v3) / [ACE]94.1 | | Balanced Annihilation V7.75 Mini_SuperSpeedMetal |
| | 1v1 (Newbies welcome) / Spads0 | 94.1 | Balanced Annihilation V7.75 Coast To Coast Remake |
| | COOP vs AI (chickens or CAI): All welcome! / Iodine | 94.1 | Zero-K v1.1.4.0 FrozenPlanetV3 |
| | (*)TrueSkill* Large games ~ BigMaps (8v8) / [ACE]S94.1 | | Balanced Annihilation V7.75 TheRockFinal |
| | TrainingCamp (Newbies welcome) / Spads4 | 94.1 | Balanced Annihilation V7.75 Titan-v2 |
| | Zero-K DOTA with custom commanders! / Fluorine | 94.1 | Zero-K DOTA v1.0.12.3 ShevaV2 |
| | (*)TrueSkill* << FFA & FFA Teams >> / [ACE]Server94.1 | | Balanced Annihilation V7.75 Trefoil_v2 |

TEAMS: All welcome! / Springjee / 94.1
Icy Run v2
Zero-K v1.1.4.0
Users: Anarchid Bigmavenik cleanrock Dijkstra gij77 gnusik Ivica Jasper juhtor mushroomraider patrician
princereaper Rafal[OK] regos Saabir sdkf432 Springjee t[O_ot] vexeli Yakamaru [DOOP]fortaleza [Legio]MS32
[pikts]wolas [V]Aneque

fobby - 94

TEAMS: All welcome! / Springjee / 94.1
Icy Run v2
Zero-K v1.1.4.0

| status | sync | name | side | ally | team | rank | color | country |
|--------|------|----------------|------|------|------|------|-------|---------|
| GR | | Dijkstra | 0 | 1 | 5 | 4 | IL | |
| GRA | | princereaper | 0 | 1 | 14 | 5 | ?? | |
| GR | | Rafal[OK] | 0 | 1 | 6 | 7 | PL | |
| GR | | t[O_ot] | 1 | 1 | 3 | 5 | US | |
| GR | | Yakamaru | 0 | 1 | 2 | 4 | NO | |
| GR | | [Legio]MS32 | 0 | 1 | 7 | 4 | RU | |
| R | | jasper | 0 | 1 | 10 | 6 | US | |
| GR | | gnusik | 0 | 2 | 9 | 4 | RU | |
| GR | | juhtor | 0 | 2 | 4 | 4 | FI | |
| GR | | mushroomraider | 0 | 2 | 8 | 5 | GB | |
| GR | | patrician | 0 | 2 | 12 | 6 | US | |
| GR | | Sphiloht | 0 | 2 | 11 | 6 | CZ | |
| R | | Saabir | 0 | 7 | 1 | 6 | SK | |
| BR | | regos | 0 | | | | | |
| | | | 0 | s 1 | s15 | 5 | IT | |
| | | | 0 | s 1 | s15 | 5 | UA | |
| | | | 0 | s 1 | s 1 | 3 | CZ | |
| | | | 0 | s 2 | s15 | 6 | LT | |
| | | | 0 | s 3 | s 1 | 3 | EE | |
| | | | 0 | s 3 | s14 | 6 | IT | |
| | | | 0 | s 4 | s 4 | 5 | FI | |
| | | | 0 | s 5 | s15 | 5 | RU | |
| | | | 0 | s 6 | s 5 | 5 | RU | |
| | | | 0 | s 8 | s10 | 6 | SE | |
| | | | 0 | s 9 | s 5 | 6 | BR | |

Download Game

☒ Spec

☐ Ready

Ally 8

Start Spring

Size: 12x4
Wind: 14-27
Tidal: 0
Gravity: 120

setting

MODOPTIONS/waterlevel 0

MODOPTIONS/zkmode normal

StartPosType 2

Yes No

Spring profiles

91

94

develop

home

Name

94

Spring path (e.g. /usr/bin/spring)

/home/johanr/spring_94/bin/spring

UnitSync path (e.g. /usr/lib/libunitsync.so)

/home/johanr/spring_94/lib/libunitsync.so

pr-downloader

/home/johanr/opt/bin/pr-downloader

Delete

Save

Select

me to Springie 2.6.0, automated host. For help say !help
PRESS, PLEASE WAIT TILL IT ENDS! Running for 00:16:26
when game ends.

20:26 Saabir: pure sniper com

20:26 Saabir: :)

20:26 Ivica: it's like mex on steroids

20:27 Ivica: because it shoots down enemies and brings income

20:27 Saabir: lul

20:27 Ivica: also antiair it seems

20:27 [DOOP]fortaleza: meh i can make a be4tter com

20:27 jasper joined battle

20:28 [DOOP]fortaleza: meh i can make a better com

Applications Menu

20:28 Wed 17 Apr 2013

C/C++ - fobby/TOD...

fix compile in 2bf68...

[67%] Building CXX...

use ~/.config/flobb...

The Spring Project ...

fobby - 94

gitk: fobby

fobby - File Manager

.spring - File Mana...

johanr@bifrost:~/...

johanr@bifrost:~/...

johanr@bifrost:~/...

TASClient 0.71 - [Tab]Berserker[P80]

ServerEditToolsHelp

ChatBattlelistBattleroomSingleplayerReplaysDownloads

| S | C | R | Description | Map | Game | Host | Spectators | Players | Max | Running | Engine |
|---|---|---|---|-------------------------------|--|----------------------|------------|---------|-----|---------|-------------------------------|
| | | | Overkillhost - 8v8 or FFA game. Be free with your words! Freedom of speech! | ✓ Dworld Acidic | ✓ Balanced Annihilation V9.46 | OverKillHost1 | 18 | 14 | 16 | 00:01 | ✓ 103.0 |
| | | | *PA Defense* ~~[32v1]~~[Fine]~~ | × Techno Lands 8v8 b3 | × Planet Defense v3.90 | [ACE]Synchronous | 4 | 7 | 32 | 00:01 | ✓ 100.0 |
| | | | pfo | ✓ Supreme Battlefield | × Balanced Annihilation V9.54 | pfo | 0 | 2 | 4 | 00:01 | ✓ 103.0 |
| | | | S:1944 public development (2) & type /join #s44 in main chat | × 1944_Kiev_V4 | × Spring: 1944 test-5121-45f9a8e | WorldAtWarII_rapid2 | 2 | 1 | 64 | 00:00 | ✓ 103.0 |
| | | | *PA* ~~[Team] / (FFA)~~ Practice makes perfect :] | × WesternFrontierV2 | × Planet Annihilation v3.98 | [ACE]PitPot | 2 | 1 | 64 | 00:00 | ✓ 100.0 |
| | | | (none) | × MandoCastles_2.1 | ✓ Balanced Annihilation V9.46 | Kiweed23 | 0 | 1 | 4 | 00:00 | ✓ 103.0 |
| | | | Tech Annihilation FTL Edition | × ExpandedTropics | ✓ Tech Annihilation v3.03.2 | [KING]Arthur | 1 | 1 | 16 | 00:00 | ✓ 104.0 |
| | | | asd2 | × Small_Divide-Remake-v04 | ✓ Balanced Annihilation V9.46 | [asd]MonPereEstRiche | 0 | 1 | 10 | 00:01 | ✓ 103.0 |
| | | | Metal Factions | × KochCanyon-v02 | × Metal Factions v0.987 | nebula2 | 1 | 0 | 16 | 00:00 | ✓ 104.0 |
| | | | *PhoenixAnnihilation* [104]~~[FFA]~~[Team] Never say die | × Violence_4.2 | × Phoenix Annihilation V1.01 | [ACE]Sure | 1 | 0 | 64 | 00:00 | ✓ 104.0 |
| | | | *Phoenix Annihilation+* ~~[104+]~ Welcome2Test | × 3 Way Red Sea v6 | × Phoenix Annihilation test-5831-5d2508d | [ACE]Censeur | 1 | 0 | 64 | 00:00 | × 104.0.1-227-gcf3a2c develop |
| | | | All Hail The Robot King | × DockMetal | × Robot Defense v2.26.2 | [BoS]Regicide | 1 | 0 | 16 | 00:00 | ✓ 103.0 |
| | | | The BlackHoleHost - Reborn | × Mosh_Pit_v2 | ✓ Balanced Annihilation V9.46 | BlackHoleHost1 | 1 | 0 | 16 | 00:00 | ✓ 103.0 |
| | | | Loganberry (beginners) | × Red Comet | × XTA 9.752 | [loganberry]Autohost | 1 | 0 | 21 | 00:00 | × 101.0 |
| | | | BrutalHost | ✓ FolsomDamDeluxeV4 | ✓ Balanced Annihilation V9.46 | brutalhost | 1 | 0 | 16 | 00:01 | ✓ 104.0 |
| | | | Faster Than Light Edition | × Sima v1 | × Tech Annihilation test-7306-4d152a3 | [KING]Kong | 1 | 0 | 16 | 00:00 | × 104.0.1-227-gcf3a2c develop |
| | | | *JourneyWar* ~~[Valuable]~~ | × Tempest | × Journeywar test-844-f3ab4ec | [ACE]Been | 1 | 0 | 64 | 00:00 | × 104.0.1-227-gcf3a2c develop |
| | | | *PhoenixAnnihilation* [104]~~[1v1]~~[Duel] | × Tangerine | × Phoenix Annihilation V1.01 | [ACE]Metallic | 1 | 0 | 64 | 00:00 | ✓ 104.0 |
| | | | *PA* ~~[FFA] / [Team]~~ Practice makes perfect :] | × green_river_confluence-v7 | × Planet Annihilation v3.98 | [ACE]Embleur | 1 | 0 | 64 | 00:00 | ✓ 100.0 |
| | | | OverKillHost5 - 1v1 Battles | × Sherwood-V1 | ✓ Balanced Annihilation V9.46 | OverKill_1v1 | 1 | 0 | 2 | 00:00 | ✓ 103.0 |
| | | | S:1944 Stable! (World War Two game) [1] | × SapphireShores_Dry_V2.1 | × Spring: 1944 3.00 | WorldAtWarII | 1 | 0 | 64 | 00:00 | ✓ 103.0 |
| | | | Semprini (all) | × Altair_Crossing_v3 | × XTA 9.752 | [semprini]Autohost | 1 | 0 | 21 | 00:00 | × 98.0 |
| | | | *BA+* ~~[104+]~ Welcome2Test | × RainShadowRidgeV2 | × Balanced Annihilation test-7855-d32cd9 | [ACE]Pirateur | 1 | 0 | 64 | 00:00 | × 104.0.1-227-gcf3a2c develop |
| | | | OverKillHost4 - FFA Battles (Free For All) Players with no host admin rights please dont abuse or ban anyone and create your own rules in this server. tx | × DeltaSiege_Island_8_Way | ✓ Balanced Annihilation V9.46 | OverLoadHost_FFA | 1 | 0 | 128 | 00:00 | ✓ 103.0 |
| | | | Princess Small - Be friendly & have fun. Newbies welcome! | ✓ TheRockFinal | ✓ Balanced Annihilation V9.46 | PrincessHost20 | 1 | 0 | 6 | 00:00 | ✓ 103.0 |
| | | | Evolution RTS Dedicated Host 1 | × Battle for Planet XIV - v05 | × Evolution RTS - v10.87 | EvoRTSDedicated1 | 1 | 0 | 8 | 00:00 | ✓ 103.0 |
| | | | *BA ChickenDEF* ~~[16v1]~~[ChickenWAR]~~ | × Dead Reef Dry | × BA Chicken Defense V3.23 | [ACE]Synchronisme | 1 | 0 | 16 | 00:00 | ✓ 103.0 |
| | | | Princess Medium - Be friendly & have fun. Newbies welcome! | × Sangriento | ✓ Balanced Annihilation V9.46 | PrincessHost6 | 1 | 0 | 10 | 00:00 | ✓ 103.0 |
| | | | ** Tech Annihilation ** | ✓ WidePass Fineto | ✓ Tech Annihilation v3.03.2 | [KING]AutoHost1 | 1 | 0 | 64 | 00:00 | ✓ 104.0 |
| | | | *BA ChickenDEF* ~~[16v1]~~[HappySOUP]~~ | × Icy_Shell_v01 | × BA Chicken Defense V3.23 | [ACE]Synchrone | 1 | 0 | 16 | 00:00 | ✓ 103.0 |
| | | | All Hail The Robot King2 | ✓ Metal_Plate_22x22 | × Robot Defense v2.49.8 | [KING]RobotdefHost1 | 1 | 0 | 64 | 00:00 | ✓ 103.0 |
| | | | Evolution RTS Dedicated Host 4 | × Volcanic Basin - v04 | × Evolution RTS - v10.87 | EvoRTSDedicated4 | 1 | 0 | 8 | 00:00 | ✓ 103.0 |
| | | | Evolution RTS Dedicated Host 6 | × Ravaged_v2 | × Evolution RTS - v10.87 | EvoRTSDedicated6 | 1 | 0 | 8 | 00:00 | ✓ 103.0 |
| | | | Durian (XTA test, spring 103) | × Red Comet | × XTA test-1216-06bf5bc | [durian]Autohost | 1 | 0 | 21 | 00:00 | ✓ 103.0 |
| | | | Elderberry (XTA development testing) | × DownCount_v2 | × XTA test-1216-06bf5bc | [elderberry]Autohost | 1 | 0 | 21 | 00:00 | ✓ 104.0 |
| | | | EvoRTS v10 Alpha Test Server | × Battle for Planet XIV - v05 | × Evolution RTS - test-1919-7d18ab7 | EvoRTStest1 | 1 | 0 | 8 | 00:00 | ✓ 103.0 |

Map:
Game:
Players: 0 / 0
Spectators: 0

s c r Nickname

FilterActivatedBattle info61 battles displayed

Host new...Join

disconnected from server: Official server

ping: 34 ms

Welcome to #moddev - Dedicated Game & Mod Development Discussion - Ask and you may receive!

Wiki: <http://tinyurl.com/ModdevWiki> - Q&A: <http://answers.springlobby.info/> -- ToolBox: <http://tinyurl.com/SpringToolBox>

(Topic set by ChanServ on Monday, April 15, 2013 02:22:55)

[16:24:52] raaar know if that helps

[16:25:10] i'm trying to do it from the taskqueues.lua on the ai folder

[16:25:10] i don't think it has access to UnitDefNames["kdroneiningtower"].id

[16:29:10] [2up]knorke might be, sadly it seems all the constants & tables from spring do not exist in shard

[16:29:31] so you have things like <http://springrts.com/phpbb/viewtopic.php?f=15&t=22582&p=542848&hlit=ExecuteCustomCommand#p542848> where one must remake them, like local CMD_ATTACK = 20

[16:32:31] might be that in unitdefid = UnitDefNames["xy"] in shard is: unitdefid = game.GetTypeByName("xy")

[16:32:48] @ raaar

[16:34:31] raaar thanks

[16:34:33] gonna try it

[17:11:59] zwzsg[IRC] You can't get a list of all required tag for a certain unit, but you can get a list of all tags understood and used by engine.

[17:13:14] Shard is special and different from Spring, don't use Shard lua to understand Spring lua.

[17:27:39] smoth where do I get the list?

[23:25:39] ossaciP my life for the hive

[23:27:19] lhy because its simply necessary for the commonweath?!

[09:00:08] *** The time is now 09:00:08

[10:00:08] *** The time is now 10:00:08

[11:00:09] *** The time is now 11:00:08

[11:37:32] [ETorero]so torolo means fail?

[11:37:36] [Sprung]ye

[11:37:53] *** Clogger has left the battle.

[11:37:55] * [TERA]Host2 * Hi Clogger, welcome to [TERA]Host2 (SPADS automated host)

[11:37:55] * [TERA]Host2 * Game running since 4 minutes and 50 seconds.

[11:38:06] *** Mirto has joined the battle.

[11:38:07] * [TERA]Host2 * Hi Mirto, welcome to [TERA]Host2 (SPADS automated host)

[11:38:08] * [TERA]Host2 * Forcing spectator mode for Mirto [autoSpecExtraPlayers=1, teamSize=8] (use "lset teamSize <n>" to change it)

[11:38:22] *** kaon has joined the battle.

[11:38:22] * [TERA]Host2 * Hi kaon, welcome to [TERA]Host2 (SPADS automated host)

Users (17)

[2up]knorke

[BoS]nuxtux

[Fx]Bluestone

[LCC]JK

[LCC]Pako

[SoS]FireStorm

[V]sheep

Alcur

Anarchid

ChanServ

Clogger

Floris

nuxtux_lostpassword

PepeAmpere[NOTA]

picasso[SHODAN]

sprang

Sprung

v94.1 no map rotation Unlimited Specs / TS enabled

Balanced Annihilation V7.78 - Engine version 94.1



ARM



Start

[11:37:32] [ETorero]so torolo means fail?

[11:37:36] [Sprung]ye

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Map

DeltaSiegeDry

Players

17

16

Team 1

Team 2

[AOE]RasalGhul

[LOeT]Pastor

[LOeT]Tarellina

[SmuG]Zorro

cmyk

kaon

matyhaty

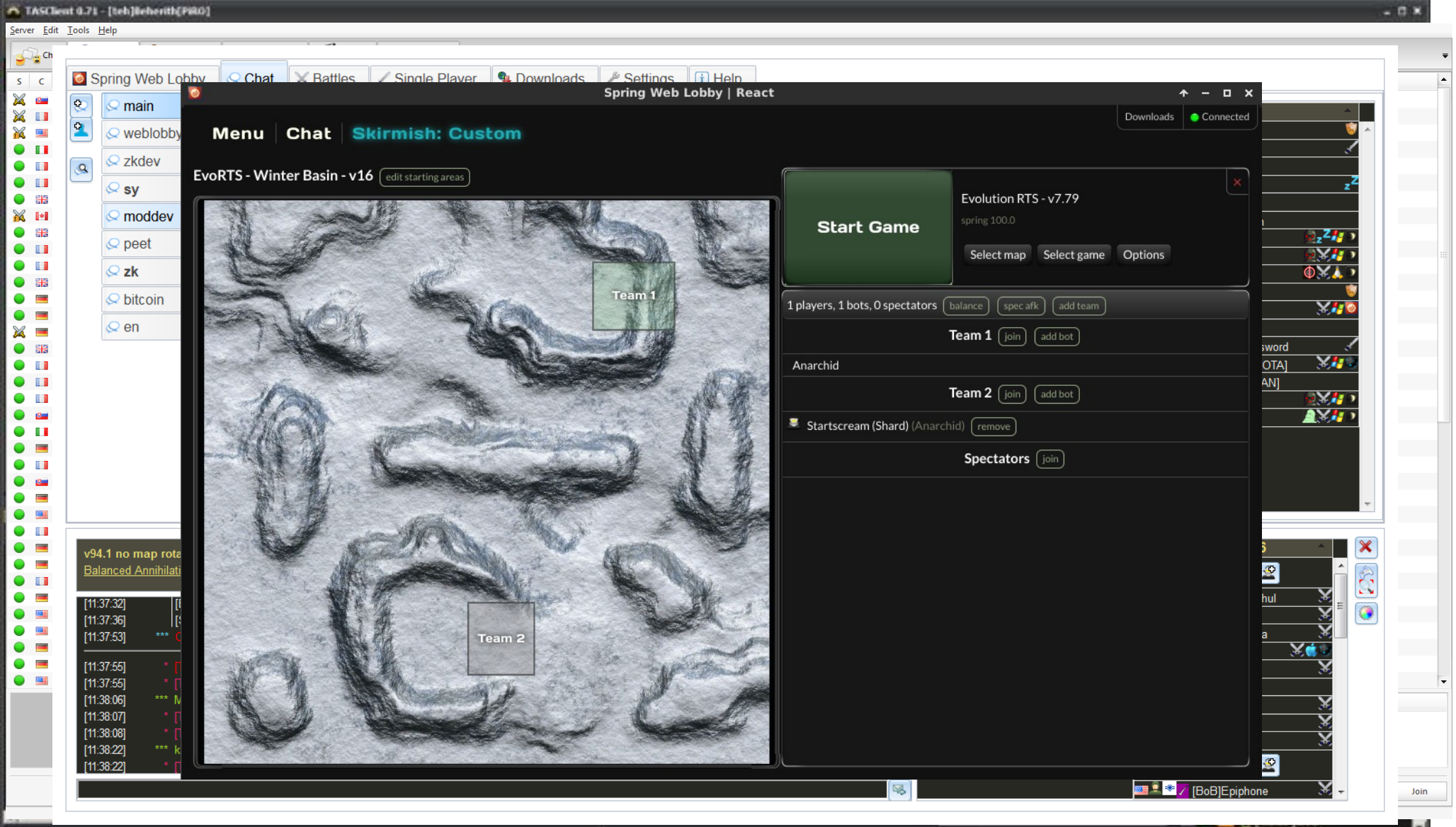
Partymember

r3T4rD

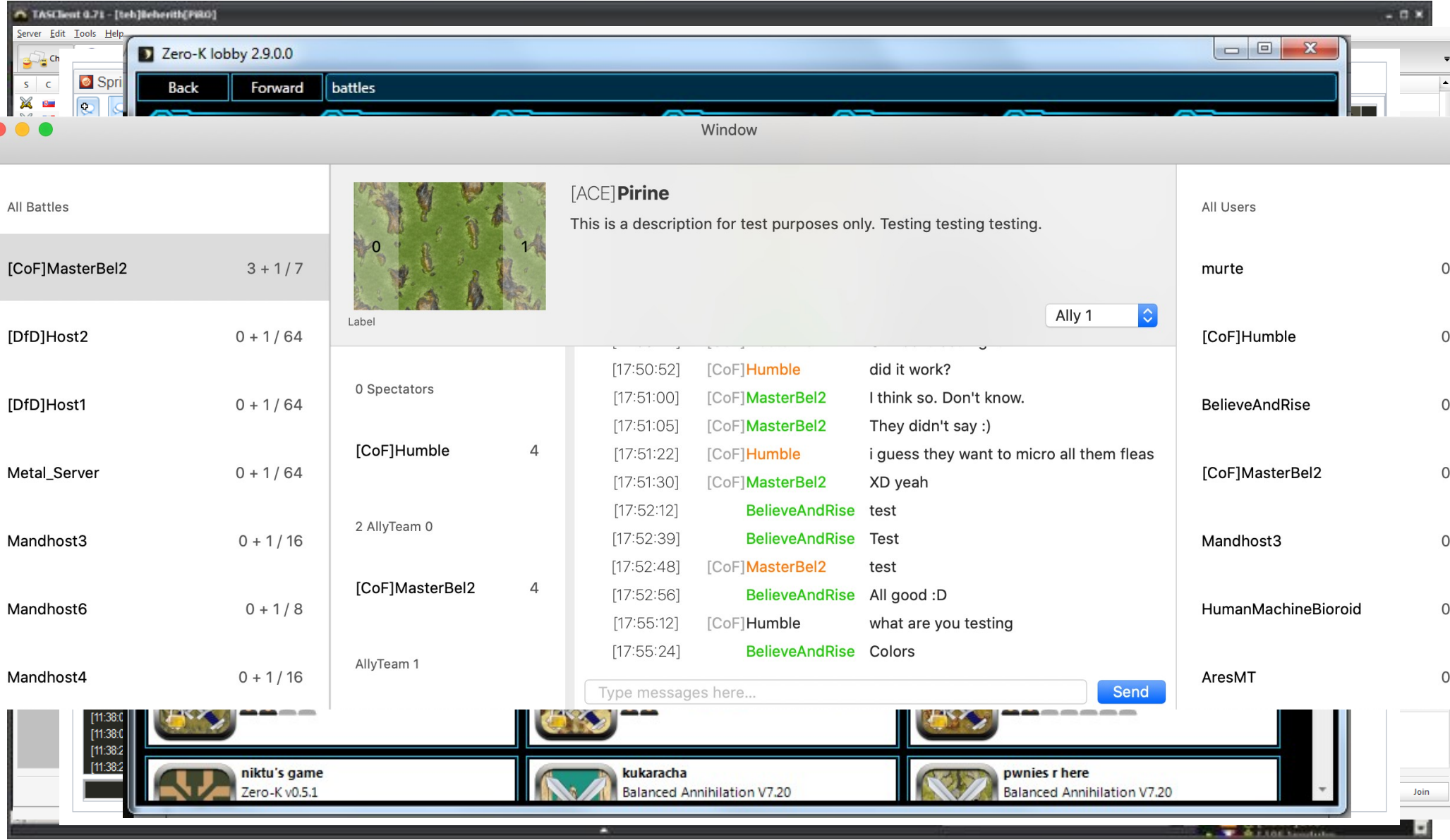
[BoB]Epiphone



Join







TASClient 0.71 - [tab]Heberith[P80]

Server Edit Tools Help

Zero-K lobby 2.9.0.0

Back Forward battles

Window

All Battles

[CoF]MasterBel23 + 1 / 7

[DfD]Host20 + 1 / 64

[DfD]Host10 + 1 / 64

Metal_Server0 + 1 / 64

Mandhost30 + 1 / 16

Mandhost60 + 1 / 8

Mandhost40 + 1 / 16

0 Spectators

[CoF]Humble4

2 AllyTeam 0

[CoF]MasterBel24

AllyTeam 1

[ACE]Pirine

This is a description for test purposes only. Testing testing testing.

Ally 1

17:50:52

[CoF]Humble

did it work?

17:51:00

[CoF]MasterBel2

I think so. Don't know.

17:51:05

[CoF]MasterBel2

They didn't say :)

17:51:22

[CoF]Humble

i guess they want to micro all them fleas

17:51:30

[CoF]MasterBel2

XD yeah

17:52:12

BelieveAndRise

test

17:52:39

BelieveAndRise

Test

17:52:48

[CoF]MasterBel2

test

17:52:56

BelieveAndRise

All good :D

17:55:12

[CoF]Humble

what are you testing

17:55:24

BelieveAndRise

Colors

Type messages here...

Send

All Users

murte0

[CoF]Humble0

BelieveAndRise0

[CoF]MasterBel20

Mandhost30

HumanMachineBioroid0

AresMT0

11:38:0

11:38:0

11:38:2

11:38:2

niktu's game

Zero-K v0.5.1

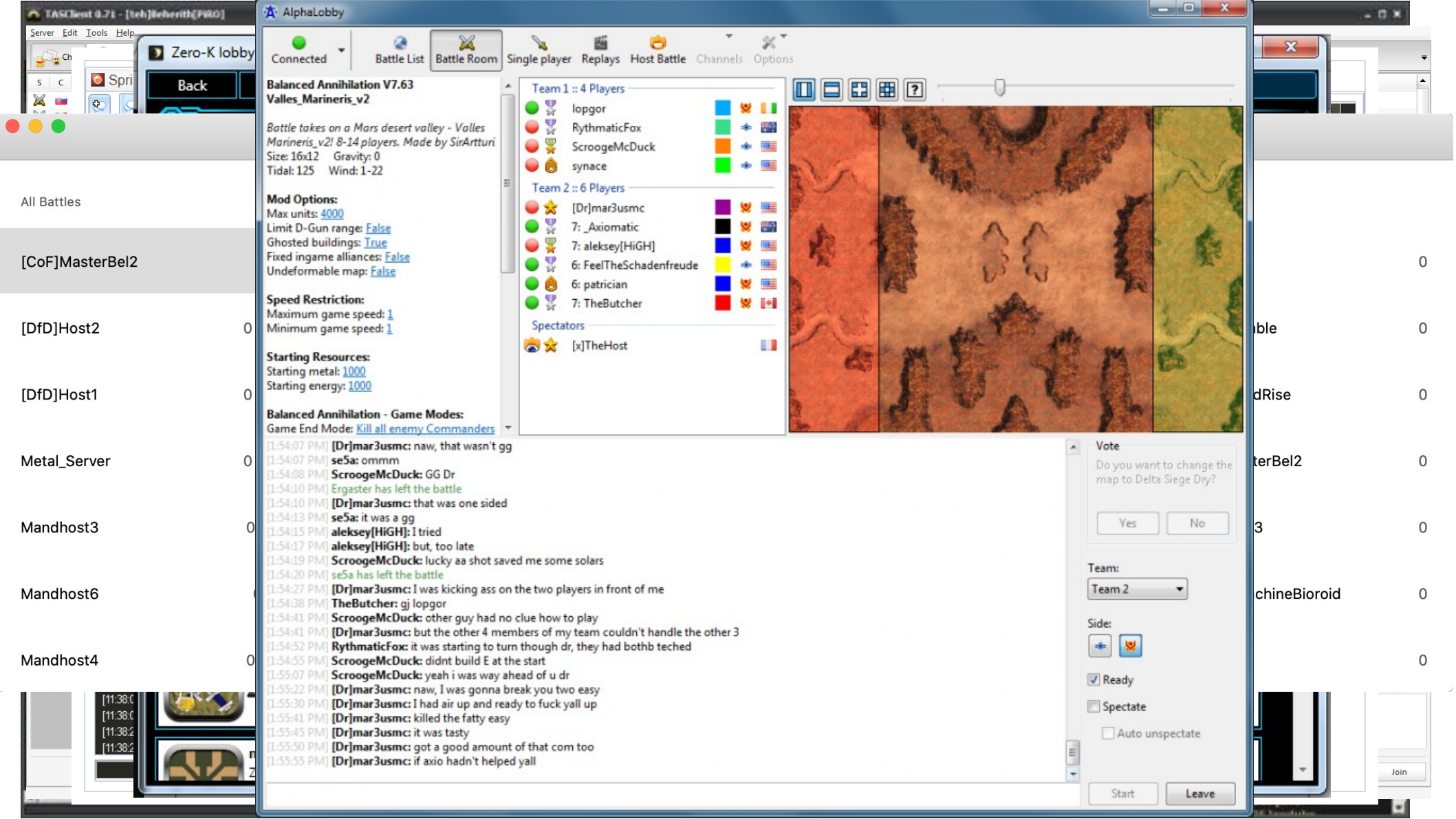
kukaracha

Balanced Annihilation V7.20

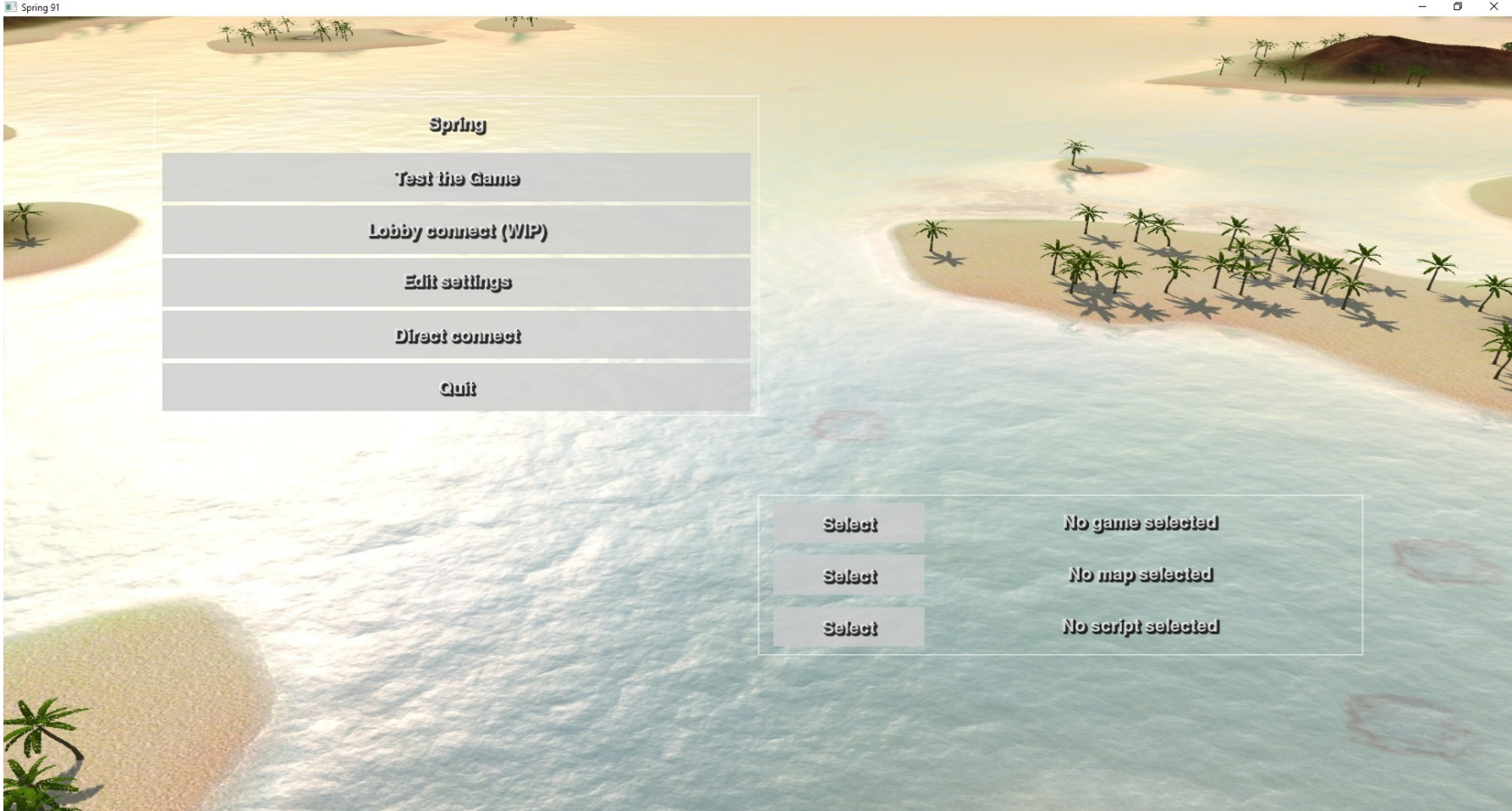
pwnies r here

Balanced Annihilation V7.20

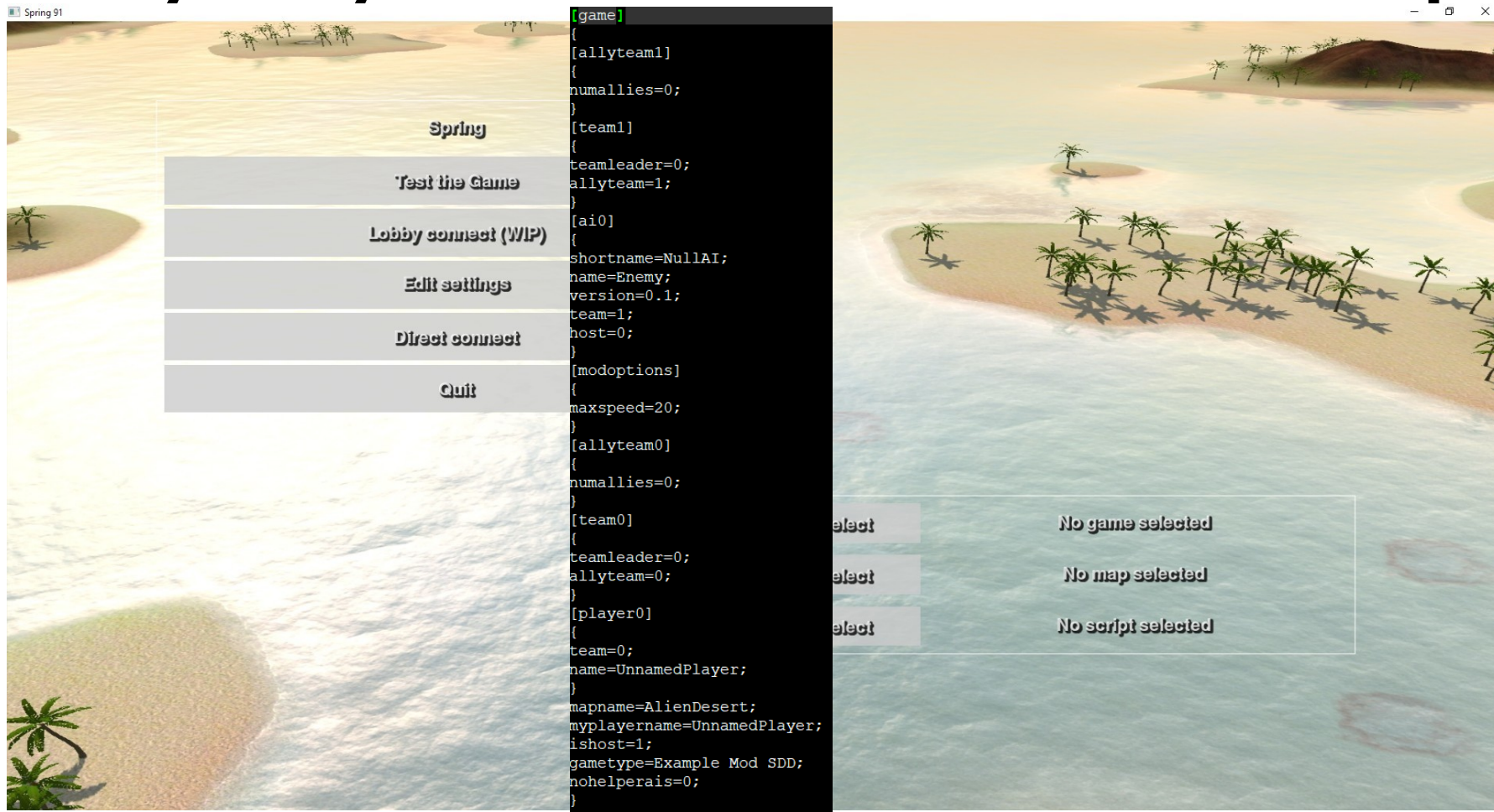
Join



Why d'you need all that crap?



Why d'you need all that crap?




The UI Problem

“There's a closely related issue, however that I don't know how to solve yet without a big player with a lot of money, which is doing systematic user interface end user testing. We're not very good at that yet, we need to find a way to be good at it.”

The UI Problem

do
wi
us
go
go

“There's a closely related issue however that I
yer
:
y

 **DevOps. The Idea.**
@stahnma [Follow](#)

Everybody has a testing environment. Some people are lucky enough enough to have a totally separate environment to run production in.

3:07 PM - 21 Aug 2015

The UI Problem – Why?

- Users' time is a limited resource
- Devs' time is an even more limited resource
- Users' good will is the most limited resource

The UI Problem – Why?

- Users' time is a limited resource
- Devs' time is an even more limited resource
- Users' good will is the most limited resource
- Free games have it worse

The UI Problem – Why?

- Users' time is wasted.
- Devs' time is wasted resource
- Users' good v
- Free games



EVERY CHANGE BREAKS SOMEONE'S WORKFLOW.

The UI Problem – Inertia

- Teachers are there to get you
- Develobsters want to ruin your game.

The UI Solution

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Launch Blockers

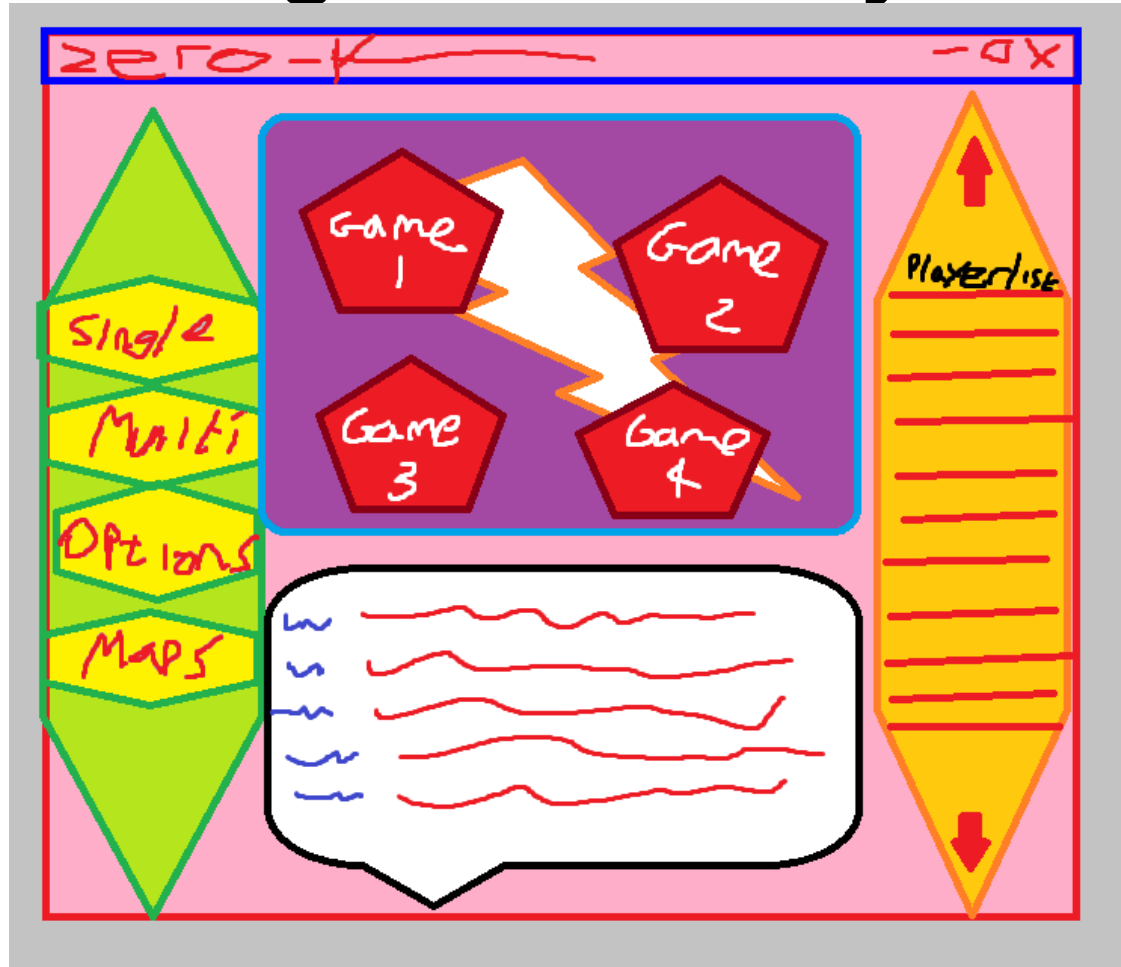
- Server
- Lobby
- GUI
- Singleplayer
- Trailer

Launch Unblockers

- Server migration and new Backend
- Ingame Lobby
- GUI revamp
- Compromises
- Luck

Ingame Lobby

Ingame Lobby



PLAY

Report firepluk

EXIT

FORUM
POST

Report firepluk

Spectate

TRAIN LOBBY



FORUM
POST

- ☐ "zk has bestest lobby
- ☐ "feature map maybe??"
- ☒ "lob lob"

☐ "zk is best game all other games bad"

☐ "because spring is a engine"

☐ "steam release will bring the many players in:

15 days (use the slider)"

repost a random funny gif/video: ☐ yes ☐ no

use dropdown list to select OP or UP unit:

Leveler 

ban he

pay server

Ingame Lobby



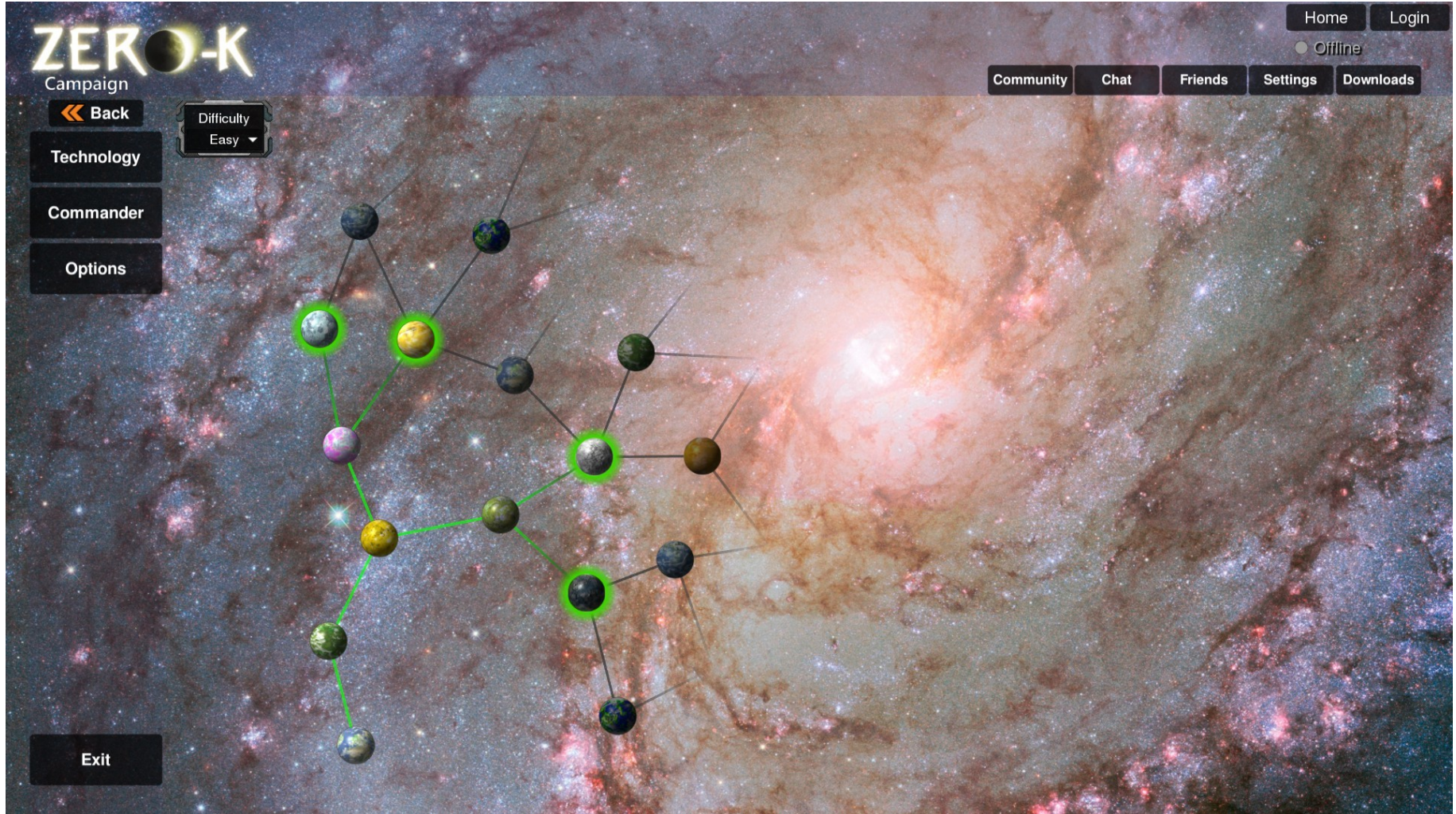
GUI Revamp



GUI Revamp



Compromises



Luck

Itch.io

- Smaller platform
- Smaller exposure – smaller risk
- Great opportunity for feedback

Zero-K Steam Launch

- First version released – May 2007
- Reached popularity – ~2009
- Steam Greenlight – April 2014

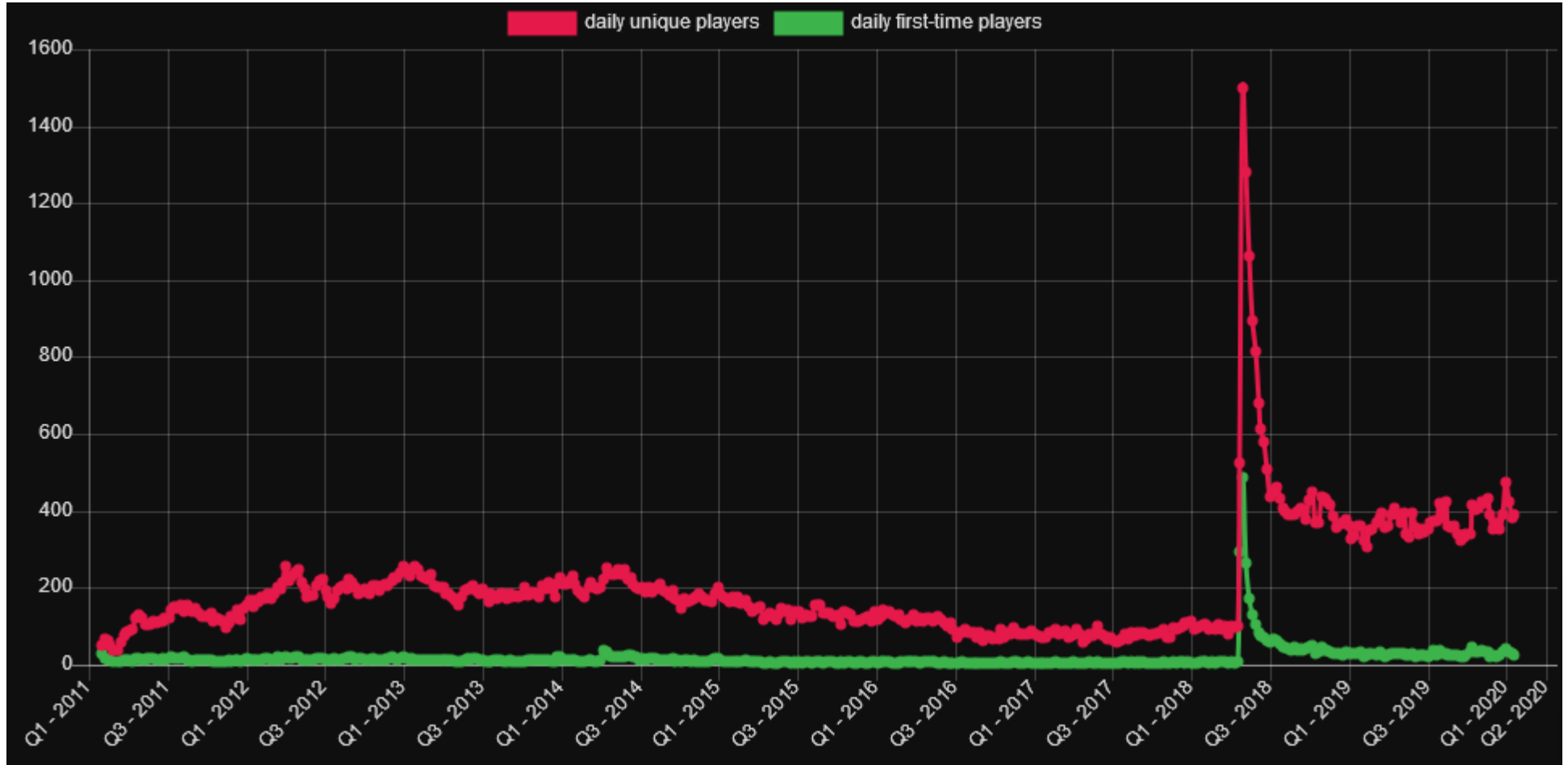


Licho [author] 18 May, 2014 @ 3:45am

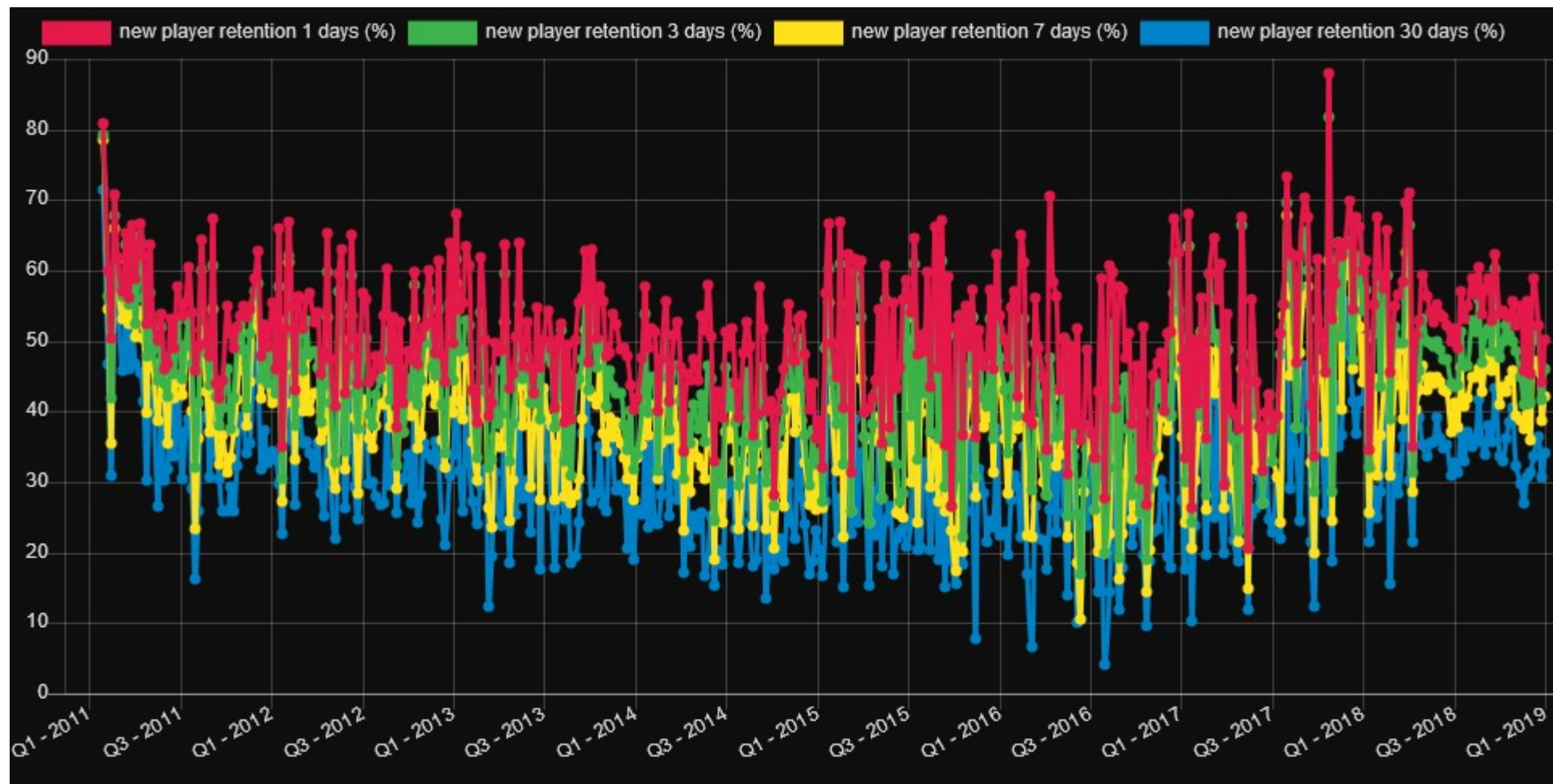
We have to prepare and double check lots of things now.. so probably a couple of weeks

- Steam Launch – June 2014 ~~XXXX~~ April 2018

Was it a Success?



Was it a Success?



Was it a Success?



What is Success?

- Donations covered servers cost
- Getting maximum players?
- Getting maximum devs?

The Aftermath

- Burned out devs
- What's more important, stability or stability?

Lessons Learnt

- Minimise MTTF
- Compromise!

Lessons Learnt

- Minimise MTTF (Mean Time to Fun)
- Compromise!

Questions?

This time for real :-)