Crazy Whale IRL card game

How open source gave life to a real physical game

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Intro -- What is this talk about

- genesis of an **open-source** project
- **golang** Terminal User interface game
- **python** machine learning usage example
- **WebGL** 3D audio sampler
Intro -- About me

- Pierre Malhaire
- [https://github.com/pmalhaire](https://github.com/pmalhaire)
- 8th fosdem and 1st as speaker
- Lead dev C++/golang/React
- 🕵️‍♂️ Stereolabs [We are hiring](https://www.stereolabs.com/careers/)
- 3D vision and depth sensing
Birth -- How it happened

- Drawing in an island
- A formidable smile
- A set of drawings
Birth -- The first draft

- Printed in a basic printer
- Half cards where not finished
- But it worked!
Explore -- Make it nerd

- bubble tea in golang weekly
- I love TUI
Explore -- TUI

<< code demo >>
Think -- Machine Learning is nice?

- Tensor Flow
- DQN model
- Could it help?
Think -- Thierry to the help

- RICards
  https://github.com/datamllab/rlcard
- Models for classical Games
- Let's do it
Think -- Why Machine Learning?

- Balancing the rules
- Games are too long
- Games can be infinite
- Unit test rules
Think -- What I learned

- Number of cards is important for convergence
- Card repartition controls randomness vs strategy
- ML can't simulate human
Dive -- Curiosity leads you everywhere

- WebGL (special thanks to Martin Renou)
- Simulating water: caustics?
- Sampling real whale sound
Dive -- Let's them sing

WebGL sampler
Swim in the sea -- The result

- physical printed game (4th)
- 3 github repos
- 10 games sold
Swim in the sea -- go further

- print 100 physical games
- improve the code
- know more on whales
Hope -- helping whales

- Make this meaningful it's FOSS
- Donate for the whales to Miraceti
- You'd like to buy one mail me:
  - jeubaleine@gmail.com
  - subject:Crazy Whale Game
  - all benefits will go to NGOs
- Video about whales (french)
Thank you!

Contributions are welcome!

To contact me @pmalhaire:

- [fosdem chat](#)
- [CPP slack](#)
- [CPPFrug(Paris) discord](#)