

Game On

Game Creation and Distribution with Gluon

by The GamingFreedom.org Team

August 8th, 2011

Next up...

- 1 Gluon who?
 - The Team
 - Your Presenters
- 2 The Vision
 - Introduction
 - The Vision
- 3 The Tools
 - What's it made of?
- 4 The Demo
 - Live Demonstration
- 5 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 Turthra 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

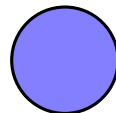
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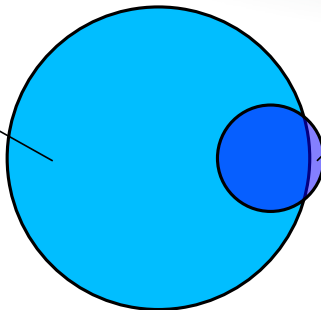
Players and Makers



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

Libraries

GluonGraphics

GluonInput

GluonAudio

GluonSmarts

GluonPlayer

Material system
Model handling
Various Components
Particles

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

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

Game AI system
Perception system
based on Behavior Trees

GluonEngine

Prefab (GameObject stored as an Asset)
Asset data

Gluon Creator

Gluon Player

Applications

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

GamingFreedom.org

Intel AppUp[™]
developer program

GameBoom.net

Game Sources

GamingFreedom.org



Gamers



Gamers



Community



Hardware



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Live Demonstration

Demo Time

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The End

Question Time

Addresses and such

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