Crazy Whale IRL card game
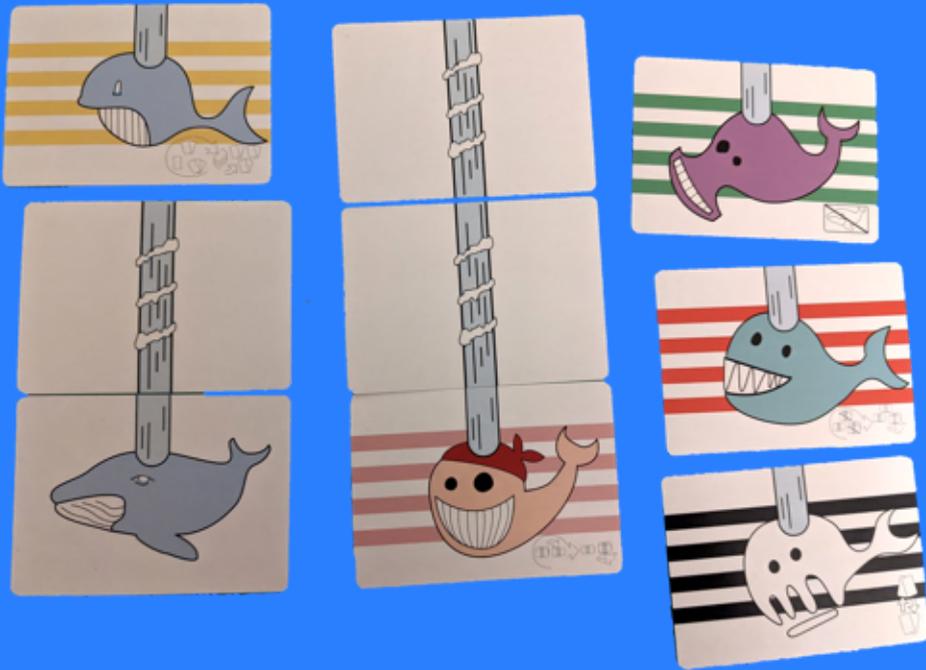
How open source gave life to a real physical game

Intro -- What is this talk about
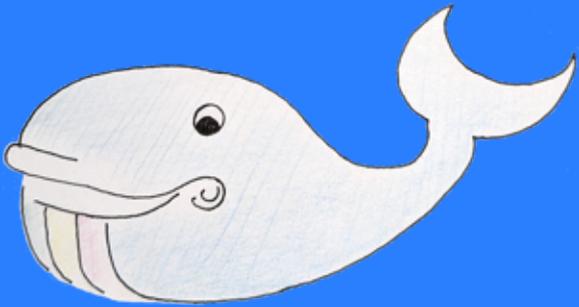
- genesis of an **open-source** project
- **golang** Terminal User interface game
- **python** machine learning usage example
- **WebGL** 3D audio sampler

Intro -- About me

- Pierre Malhaire
- https://github.com/pmalhaire
- 8th fosdem and 1st as speaker
- Lead dev C++/golang/React
- Stereolabs We are hiring
- 3D vision and depth sensing

Birth -- How it happend

- Drawing in an island
- A formidable smile
- A set of drawings

Birth -- The first draft
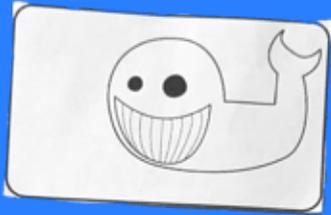
- Printed in a basic printer
- Half cards where not finished
- But it worked !
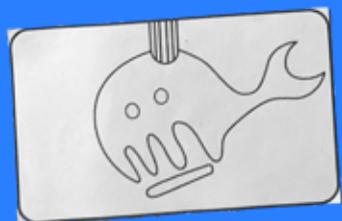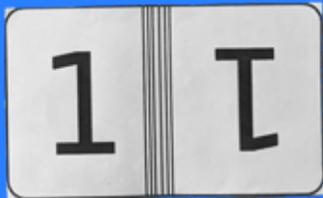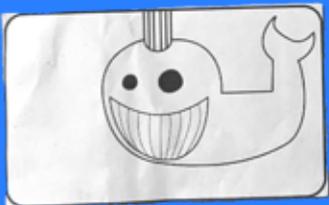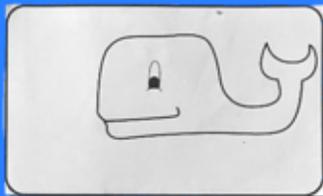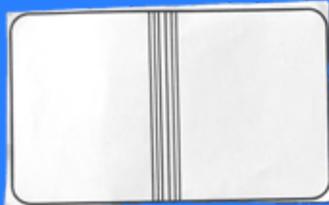
Explore -- Make it nerd
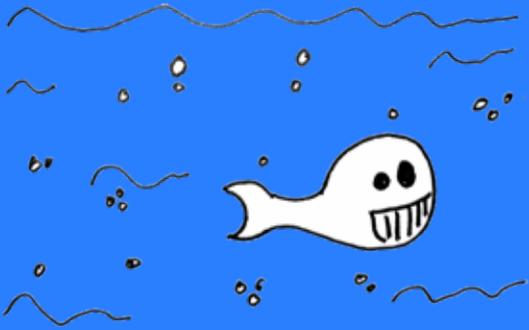
- bubble tea in golang weekly
- I love TUI

Explore -- TUI

<< code demo >>

Think -- Machine Learning is nice ?
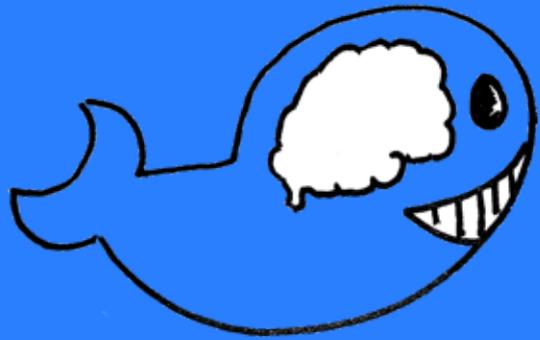
- Tensor Flow
- DQN model
- Could it help ?

Think -- Thierry to the help
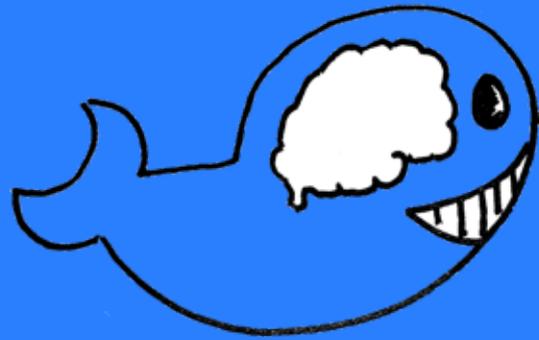
- RlCards
  https://github.com/datamllab/rlcard
- Models for classical Games
- Let's do it

Think -- Why Machine Learning ?
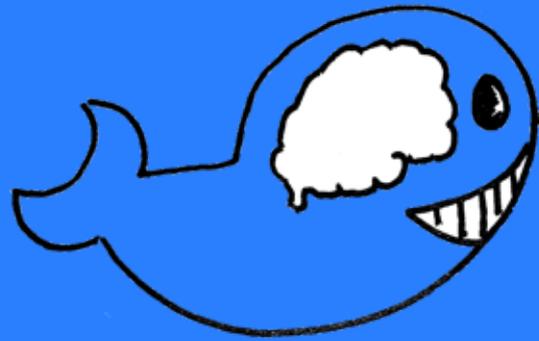
- Balancing the rules
- Games are too long
- Games can be infinite
- Unit test rules

Think -- whale-ml
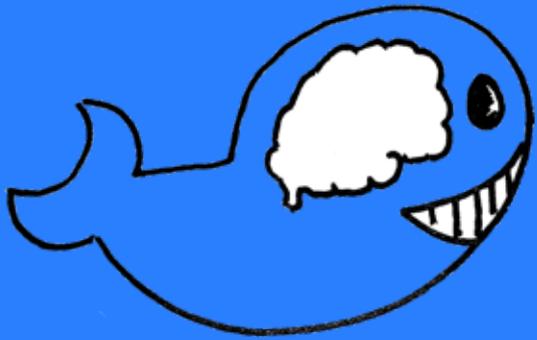
<< code demo >>

Think -- What I learned
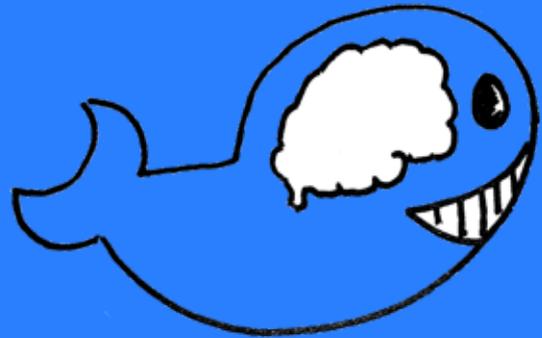
- Number of cards is important for convergence
- Card repartition controls randomness vs strategy
- ML can't simulate human

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
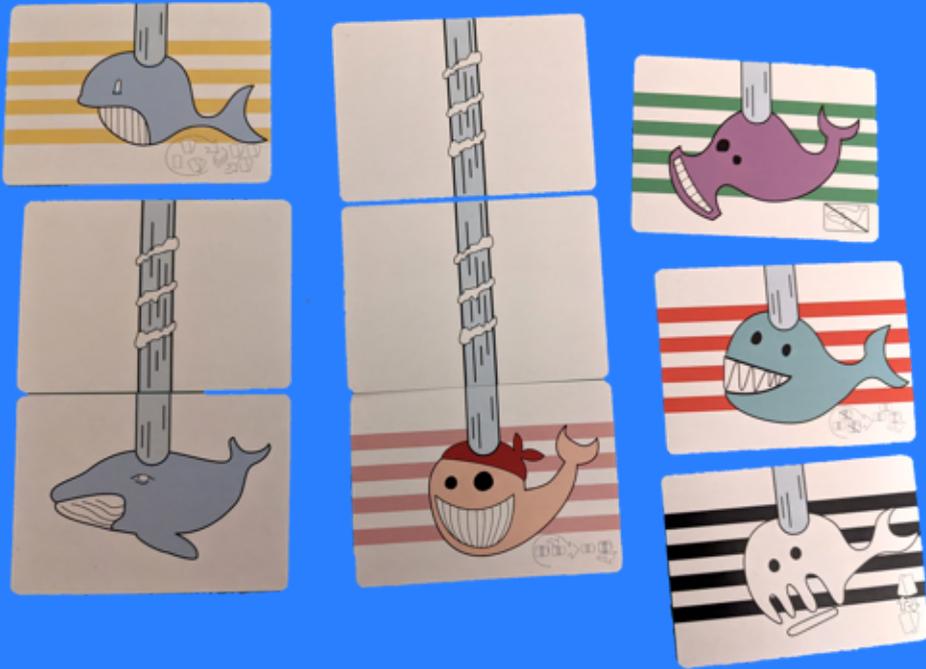
- physical printed game (4th)
- 3 github repos
- 10 games sold

Swim in the sea -- go further
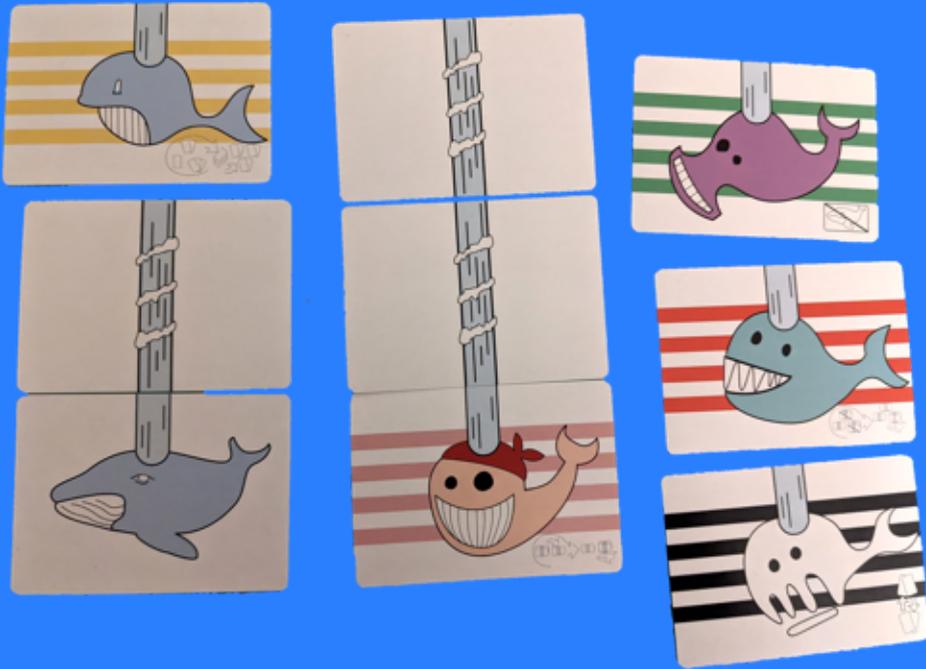
- print 100 physical games
- improve the code
- know more on whales

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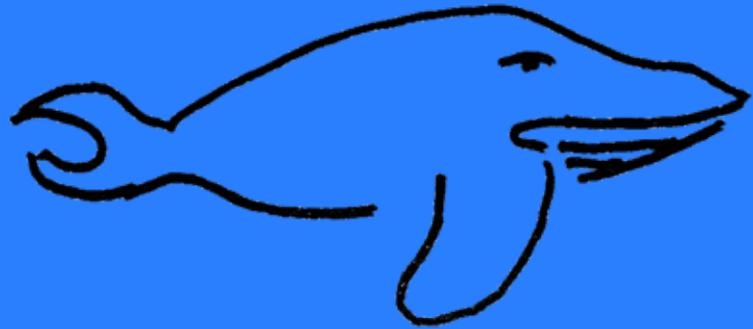
- Make this meaningful it's FOSS
- Donate for the whales to Miraceti
- You'd like to buy one mail me :
  - jeubaleine@gmail.com
  - subject:Crazy Whale Game
  - all benefits will go to NGOs
- Video about whales (french)

Thank you !
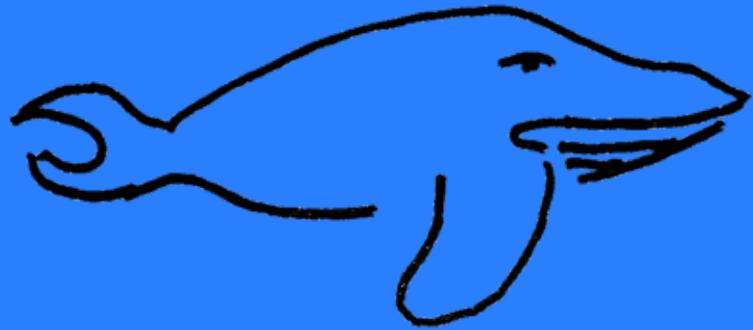
Contributions are welcome !

To contact me @pmalhaire :

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