

GGZ in KDE

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1 Proposal

The GGZ Gaming Zone (GGZ, site: <http://www.ggzgamingzone.org/>) makes it easy for developers to create games that can interact over networks and the Internet. However, KDE4 currently lacks a nice user interface for finding other games or users on the GGZ network. I would like to help move the KDE3 interface over to KDE4 to help enhance the games on KDE4.

2 Expected Results

I expect to have a working GGZ client for KDE that will be able to find and join servers and launch the appropriate local game clients when joining a game. I would also like to add GGZ support to at least some of the kdegames module, if not all, but that is a factor of time. I do hope and plan to work on the project after the summer since it is something I would like to see in KDE and work on.

3 Time Line

I can start with the project soon, and the second phase will probably be on IRC (`#ggz` or `#kdegames` on Freenode) and/or the mailing list. I will not be available at least the weekend of the 25th of May (right before the first coding phase is to begin); though I don't expect anything else to be a huge time sink.

- Phase I — less than 1–2 weeks (late March)
 - Get familiar with GGZ API
- Phase II — 2–3 weeks (early–mid April)
 - Plan out what the application will look like and how it will behave
- Phase III — 2–5 weeks (late April–mid May)
 - KDE3→KDE4 widgets for the GUI
 - Create new widgets (as necessary)
- Phase IV — 6–8 weeks (late May–mid August)
 - Test and polish
 - Add GGZ support to existing KDE games supported by GGZ

4 About Me

I am a freshman at Rensselaer Polytechnic Institute (RPI) in Troy, NY. I am looking at getting at least a Masters in Computer Science. I started programming five years ago for the TI calculators (z80-based) in TI-BASIC. Two years later I got a TI-89 Titanium and started using C with TIGCC. My released programs for it can be found on ticalc.org. Since then I have been playing around with PHP (for [my website](#); unfortunately, it seems that the site I have my hosting from has been squatted), Python (scripting and a [game for RPI's Game Development Club](#)), and C++. My current project's goal is to make an engine similar to Nintendo and Game Freak's original Pokémon games that users can create their own game mods (called PokéMods). It uses Qt4 for the backend library and KDE4 for the modding program that is currently under development. It can be found [on SourceForge](#). I have used SDL (via PyGame) a couple of times and I am comfortable with the Qt and KDE libraries.