~$ whoami

- I am Titus Tscharntke (AKA titi), a 45 year old senior software engineer (Diplom Informatiker) working mostly with Java, JBoss and databases professionally. I am married and we have three children.

- My life in a nutshell:

  - school

  - university (TU Braunschweig)

  - work :-/ (but married and family at the same time :-D)

- Hobbies besides computers:

  - Playing ice hockey, fishing, Piratenpartei (pirate party)

That's me and the room where **It**'s done

Computer biography
and my way to MegaGlest (1)

- My initial motivation to get engaged with computers was simple:

I wanted to play!

- But back then (1982) there were not many PC games, so I started to make them on my own, just to play them.

- On these computers I made my first games when I was young:

  - Sinclair ZX 81

  - Commodore 64

  - Amiga

Computer biography
and my way to MegaGlest (2)

- At university I sadly stopped making games, I just played them …

- In 2006 I started to use linux again

- Around christmas 2006/2007 I read about Glest in the ubuntu forums …

    … and this was when it all began

First contact with Glest

- I played my first game and … I lost very quickly.

- So I played it again and … I lost again.

- Three or four days later I was really, really happy because I finally won my first game.

- So I got hooked up on Glest and it kept me happy for some days.

I want more but ...

... when I looked around at Glests' forum I found:

– A stalled development

– Just some new maps

– Nearly no new content

– Few active members on the forums

I think the main reason for this was the fact, that after university, all members of the Glest Team turned to paid work – unrelated to Glest.

But I wanted to play some more!

So I:

- Made new maps (very easy using the map editor)

- Modified the units' behaviour (by editing XML files)

- Edited more and more XML files

- Painted new textures

- Started to build my first mods

First Mods

(texture painting)

First Mods

(my first tileset)

Many things to learn ...

- Gimp image editor

- How exactly do 3d models work ?

  – What are textures?

  – What are vertices?

  – What's texture mapping?

- Blender

- Python (to make the glest blender exporter work)

- Audacity (for sounds) …

Glest, GAE and MegaGlest

- Glest development came to an end

- GAE did not release anything stable

- Glest had multiplayer, GAE did not

- GAE still had no release, so I tried to help.

After waiting very long I decided to fork ...

MegaGlest was born ....

First steps of MegaGlest

- Within only two or three weeks I had my first stable release

  - More particles

  - 8 player support

  - Megapack (6 factions) replaced Magitech techtree (2 factions)

- Softcoder showed up and started to work on network code

- Many new releases in the beginning

MegaGlest milestones since Glest (1)

- Major improvements on the **particle system**

- Support for up to **8 players** (was: up to 4)

- **Cross-platform network games** (was: same-platform only)

- **In-game lobby** with **IRC based live chat** and a server browser listing available games

- **Masterserver**

- On-demand **mod downloads** from file hosting and game servers
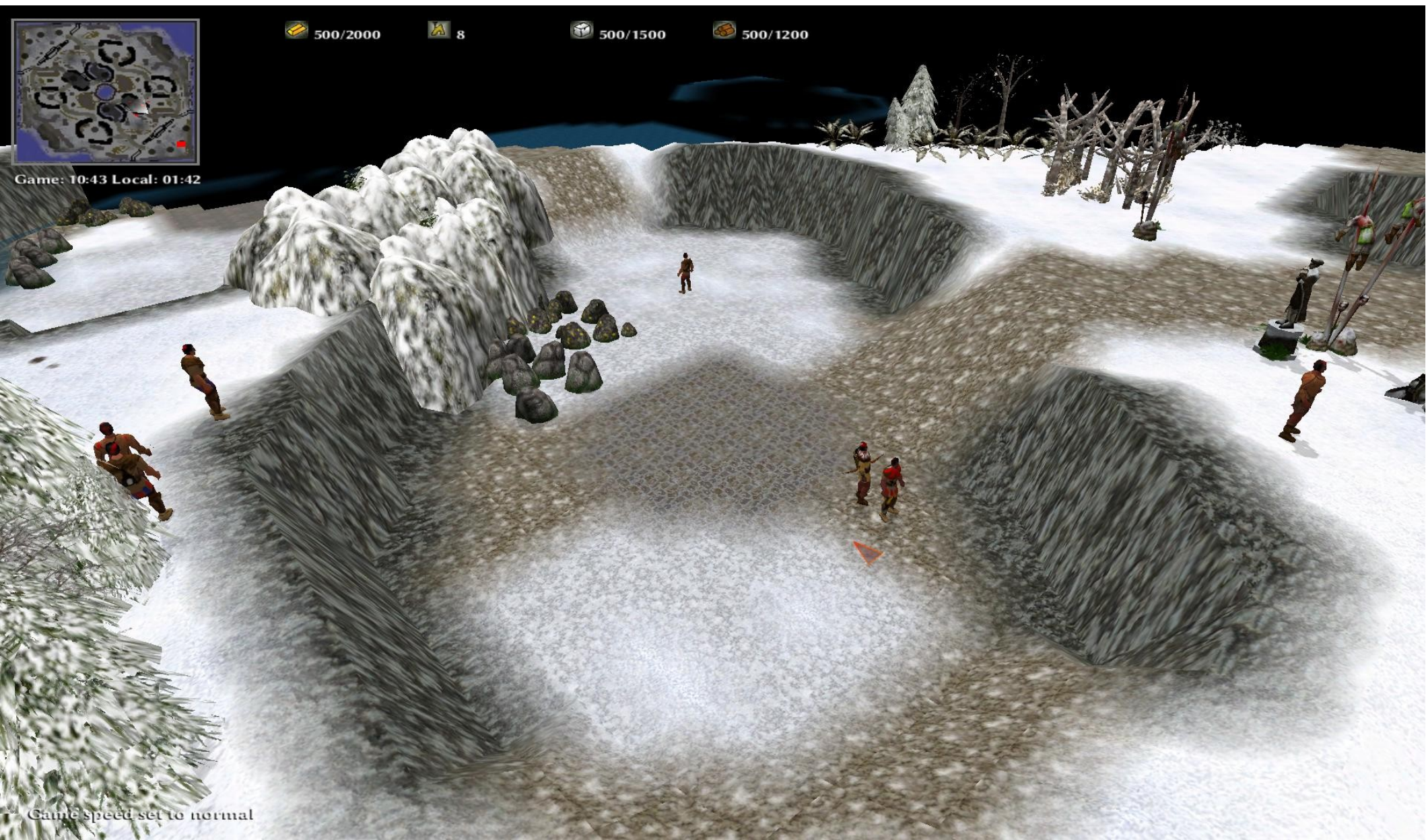
Unit Particles

Tileset Particles
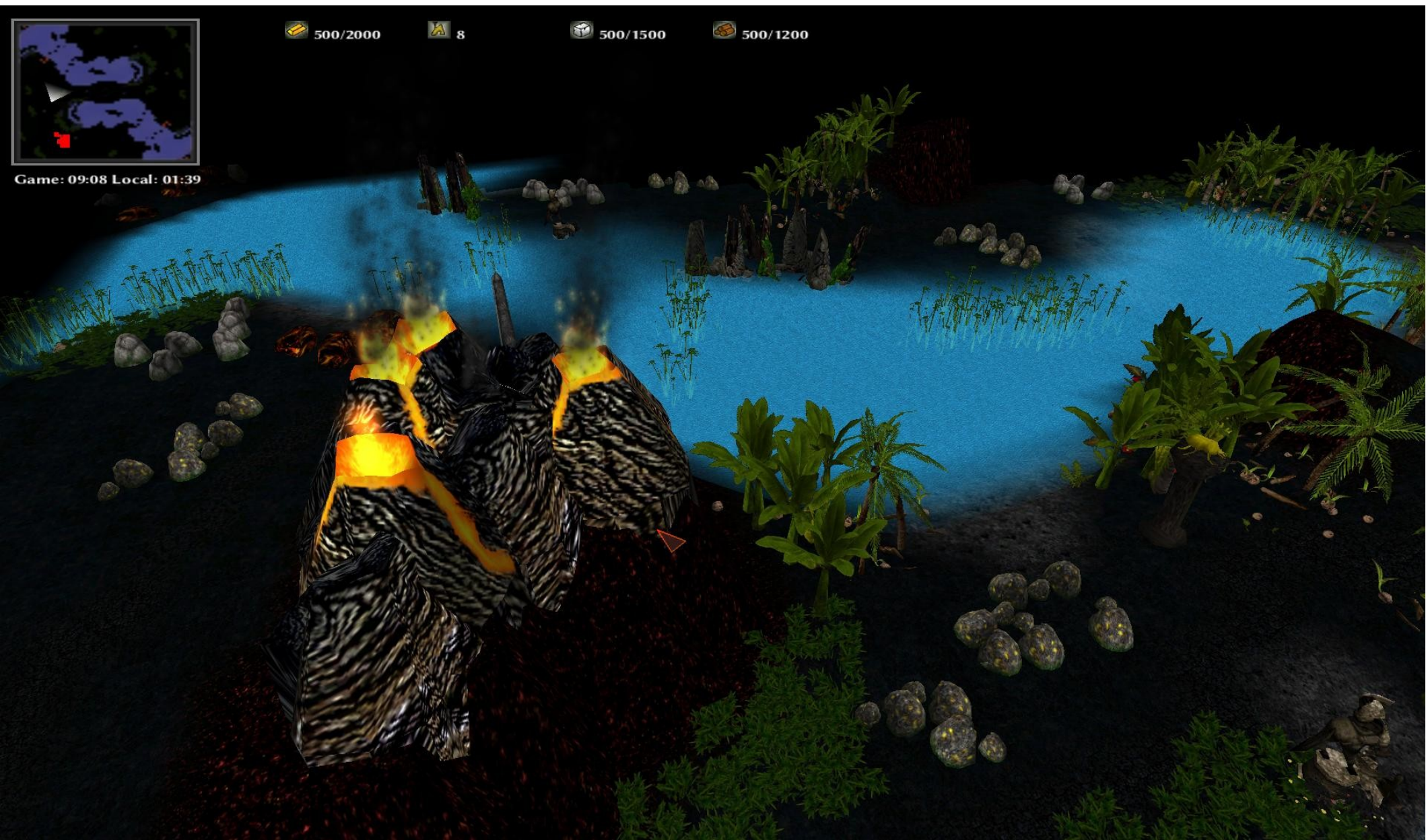
MegaGlest milestones since Glest (2)

- **In-game mod center** to install new and manage existing mods

- New **intro sequence**

- **Cliffs**

- Headless **game server** mode

- **Savegames**

- **In general a lot of new game content !**

  ...and many, many other features.

Cliffs

Current core MegaGlest team

- **Softcoder**: primarily working on the code, but generally anything besides artistic work

- **Titi**: artistic work, but coding too – as well as everything else ☺

- **Tomreyn**: hosting, website, translations, communication, testing

- Supported by Softcoders kids (vbros) and my sons, especially

  - **Eliminator**

  - **Tiger**

  - **Titi_son**

Community

- Is active and very friendly to new people

- Creates new mods

- Helps testing

- Gives new ideas

- Most of them love to play the game

- Not many community members, but typically long-term

Modding MegaGlest is very easy

- Map editor included

- Nearly everything can be modified via xml

- Only OpenSource tools needed to modify everything in glest

- Development is done with OpenSource tools

Example snippet of indian archer.xml

```
<unit>
    <parameters>
        <size value="1"/>
        <height value="3"/>
        <max-hp value="700" regeneration="0"/>
        <max-ep value="0"/>
        <armor value="9"/>
        <armor-type value="leather"/>
        <sight value="15"/>
        <time value="30"/>
        ....
```

Example snippet of indian archer.xml

```xml
<skill>
    <type value="move"/>
    <name value="move_skill"/>
    <ep-cost value="0"/>
    <speed value="220"/>
    <anim-speed value="125"/>
    <animation path="models/archer_walking.g3d"/>
    <sound enabled="false"/>
</skill>
```

How to win

→ **Workers and resources** ←

Combat

Upgrades

Strategies

Workers and resources

- **You can never have enough workers**, especially not in the beginning of the game!

  More workers → more resources → more fighters

- **Manage your workers** while they are mining or harvesting wood!

  – Workers can get stuck

  – Workers mine much faster if you manually tell each one from time to time where to mine

  → Advantage to other players who don't do it!

- **Place storage structures close to matching resources**

  → workers need to walk less to deliver resources

- **Claim new resource spots early**

  – **place new main building close to them** → accelerate mining / harvesting

  – give your enemies a hard time while they try to do the same: **send scouts from time to time** to see whether enemy tries to expand to good gold spots
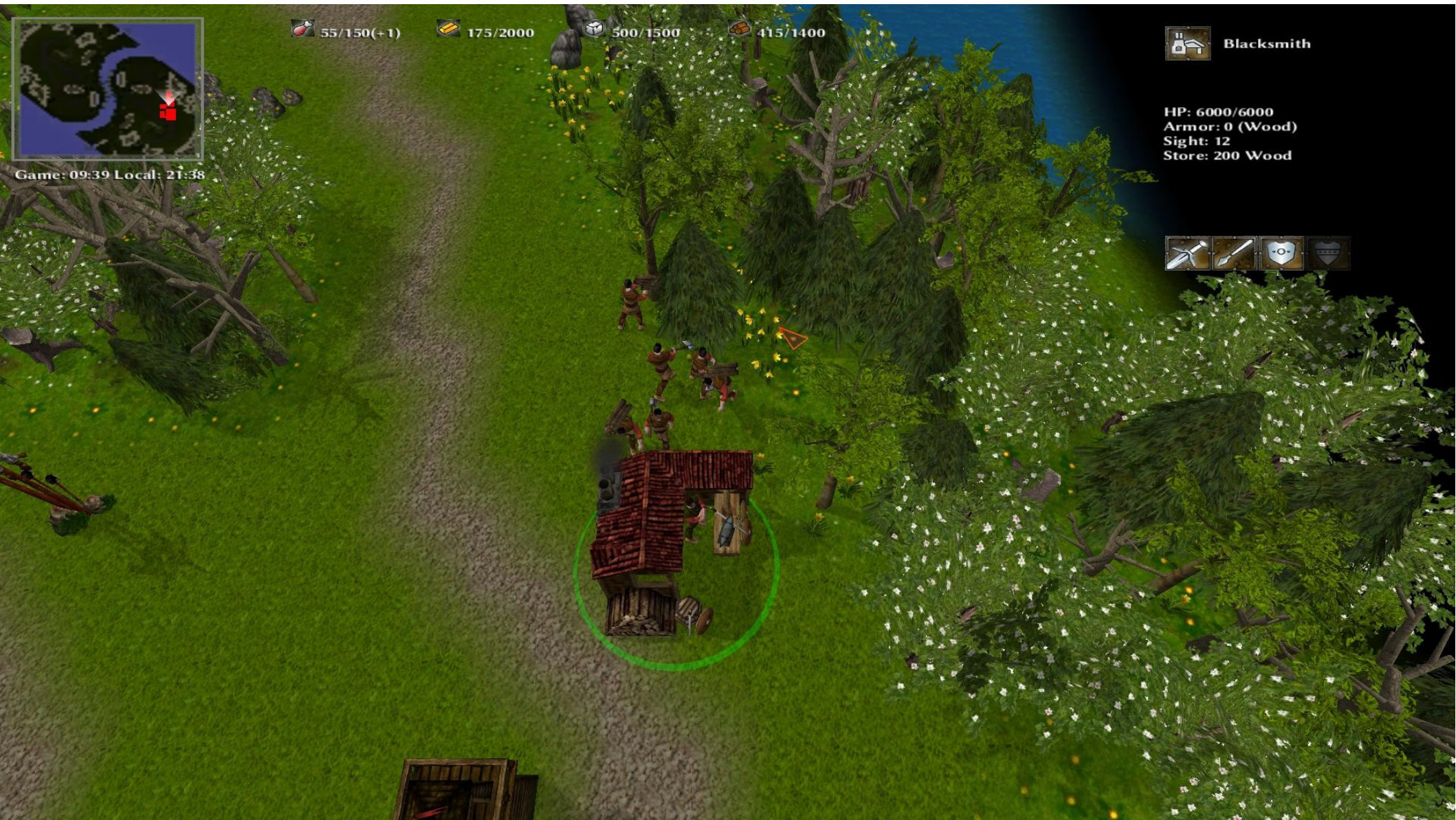
Manage your mining workers to avoid this situation:

All workers try to mine on top.

Manually send some to bottom gold.

Place buildings which can store resources close to those resources.

Claim new resource spots early.

How to win

Workers and resources

→ **Combat** ←

Upgrades

Strategies

Combat: General rules

- **Manage your fights!**

  In MegaGlest, micro-managing fighters is important.

  But: managing each unit individually is impossible.

  → You must find a way to manage at least some of them

  → Use grouping (Ctrl + number) for faster access and better control

- **Ranged combat units never in direct contact with enemy meelee units!**

  Example: Archers, typically have weak armor and/or weak attacks

  → Don't put them in direct contact with enemy meelee units

Combat: Defense

Use ranged combat units and fight from behind buildings.

Example I (Indian faction):

 – Place totem in front of settlement → dumb AI will attack it first

 – Place archers behind totem → they will shoot attackers from safe distance

Example II (Magic faction):

 – Put golem in front and set it to „hold position"
   → dumb AI will attack it first

 – Have 1-2 initiates repair golem from behind

 – Place battle mages behind golem
   → shooting attackers from safe distance

Indian archers fight behind totem.

Worker repairs it.

Magic battlemages fight behind golem. Worker repairs golem.

You see, it's very effective...

Combat: Attack (Preparation)

* Before you attack, **position your combat units close to enemy**, but out of their sight.

  → This way you can do a joint attack with all your fighters at the same time

* **Group your units** (Ctrl + number)

  → Eases micro-managing of fighters during combat

Grouping

Combat: Attack (Preparation) II

- **Setup your army**

  Get some cheap melee units like indian stickfighters and put them in front. Then place fighters with ranged weapons behind them. **It is most effective to use units with different ranges there**.

  - For the indian faction that's:

    - Stickfighters / spearman in front

    - next row some axethrowers (those are medium range fighters)

    - some archers in the back (upgraded firearchers would be best)

Combined attack 1

Combined attack 2

Combined attack 3

You see, it's very effective!

Combat: Air defense

Games can be decided quickly when air units become available.

- Never forget to build anti air units / structures.

- Think about building air units too.

How to win

Workers and resources

Combat

→ **Upgrades** ←

Strategies

Upgrades

- **Use the upgrades!** Those are typically very important and improve your fighters a lot. For example the petroleum upgrade in the Indian totem improves the attack strength of the fire archers a lot!

 → attack(110) + 40 = **150**

Upgrades

You can see what an upgrade will do when you let your mouse hover above its button:

How to win

Workers and resources

Combat

Upgrades

→ Strategies ←

Strategies: General considerations

Which strategies you may choose depends a bit on the faction you play!

Some options are :

- Attack early

- Don't attack early and try to avoid fights. Expand to new resource spots, mine there and build up a huge army with many resources.

- **Turtling is typically a bad idea in MegaGlest** but can be fun when playing vs. AI controlled opponents.

Strategies: The „surprise" strategy

Try to get a unit with a very powerful skill quite fast, like air units, Battlemages or catapults for example. The idea is to attack your opponents using those weapons you would usually see a bit later in game.

It's important that the other player does not see what you do then, because while you are on a sprint to the level of development which actually allows you to build these units you are typically very vulnerable.

The Future

- join already running games

- graphical improvements

- New content

- Features for mods or new content