OpenVic II

Dev Diary 1

The Team

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Hello! I'm Catylist, the Community Manager for the OpenVic2 project.

This is the first of hopefully many dev diaries that I shall be writing, both by myself and with various members of the OpenVic2 development team, to keep the community updated on our progress.

This dev diary will introduce the team behind OpenVic2, provide an overview of our approach, and of course discuss the "Hackathon"!

Before we go any further, allow me to first introduce myself. I am the community manager for the OpenVic2 project (we'll discuss what that means a little later). I'm a semi-professional composer by night and an engineering project manager by day. I am also working on a BA in economics and have three years of experience in managing discord communities as well as open source projects.

Initially, I was looking to join the project as a composer only. However, I was surprised to learn upon joining SpudGun's discord that no one had yet organised the significant enthusiasm generated by the initial OpenVic2 video into a coherent project.

Therefore - something that the rest of the team is only now discovering with this dev diary - my initial motivation for organising the team was to pawn management of the whole thing off on someone else,

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so that I could go back to writing music for the project in peace!

Unfortunately, my plan backfired, and I now find myself running the community and staffing aspects of the OpenVic2 project, a role I am finding myself more and more passionate about as the days go by.

But enough about me, let's get to know the lead team. Currently, the project leads are as follows:

Spartan322, our lead dev, is an excellent technical lead with significant experience and has contributed to Godot, the engine for OpenVic2.

FakeByte is in charge of networking and determinism, which is primarily an oversight and testing role. He is a professional game developer who specialises in networking, and he entered the industry working on the total war series. He also is currently working on the largest open source networking library for Unity.

Joethepro is our resident Welshman. Coming from an aerospace development background, he is now a modelling and simulation engineer within a larger software team. Within the team, he is our main project manager and is there to keep things on track.

Patrick C is our lead design guy. He has a marketing firm of his own and specialises in UI and artistic design in addition to organising the art team. He has a background in marketing and corporate graphic design.

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The titles of various team members serve to easily identify who has what specialisation. While technically project leads have the final say, in actuality everyone in the development team has a voice, and project lead votes exist as a tiebreaker if there is no clear consensus.

The most practically meaningful of our specialisations is mine: community manager. Other than that, our positions are merely a guide to help people understand the team and its structure.

However, as with many open source projects, the project development extends significantly beyond the core team. This project is open to contributions from everyone. If your work is good, your pull requests will be accepted, and consistent contributions will result in an invite into the main team so as to better coordinate with you. If you want to join the main team but haven't gotten an invite yet, this is a great way to contribute.

And while we work on prototyping for some boring backend stuff, we have a brilliant thing for you: the Hackathon event!

Starting on Sunday, January 29th at noon GMT and ending exactly a week later, members of the community will be able to throw stuff together for the project, in any language, in any way. This could be a rendering system, a networking idea with no recognizable elements from Victoria, or even something less flashy like a parser for the defines. Anything is welcome!

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At the end of the Hackathon, the devs and I will collate and present the submissions to the discord server through dedicated channels. Afterwards, impressive submissions may be incorporated into the project with the developer's permission, and a public discussion of the projects will take place. Members of the dev team may also take part.

As for our general direction as a team? Our focus at the moment is requirements gathering which is being led by Joe. This is to ensure that we have good metrics to compare iterations of, and the final OpenVic2 product to. Our development process has been characterized with a large system of checks that allows everyone to avoid errors without having to delve deep into every bit of code that needs validating.

Well that was our first dev diary! Hopefully first of many. We won't have a specific schedule for these or a list of topics many weeks in advance, since we want these to be somewhat spontaneous and genuine project updates instead of marketing fluff.

Next time we'll take a look into the results of the hackathon most likely, with an aside of a summary of development so far (remembering that the boring stuff always has to go first.) Then after that we may do a special dev diary on the music for the project. So stay tuned for that. Catylist signing off!