



# **Free Software Game Restoration II**

Dennis Payne

# Previously

- Ostrich Riders
- Shippy 1984
- Open Alchemist
- Mojotron



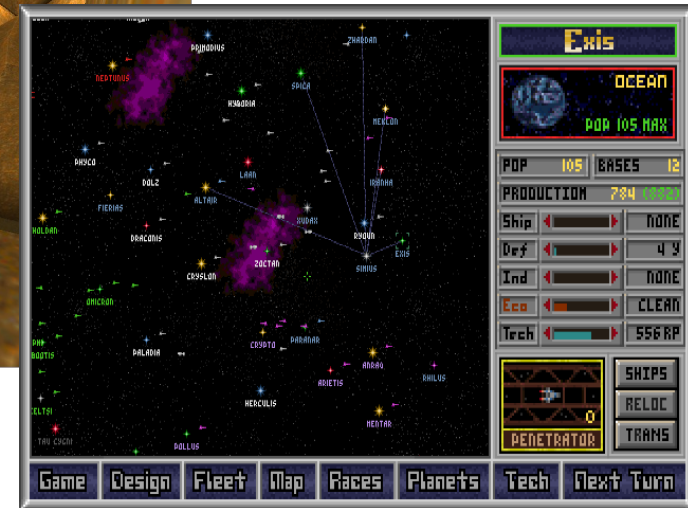
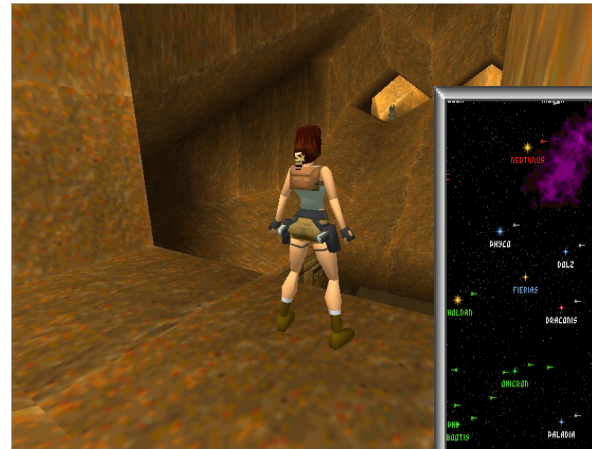
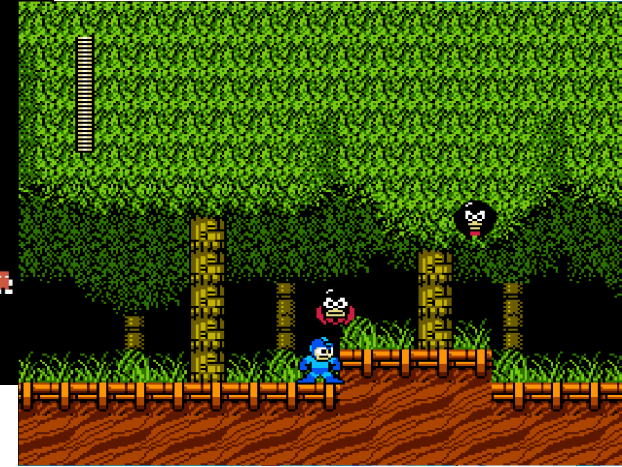
# Who am I?

- Game Developer
- Free Software Developer



# Not Covering

- Emulators
- Rewritten Engines
- Can't easily modify
- Can't be easily distributed



# Seahorse Adventures

- Platformer
- Python 2
- Removed from Fedora
- Lack of Visibility



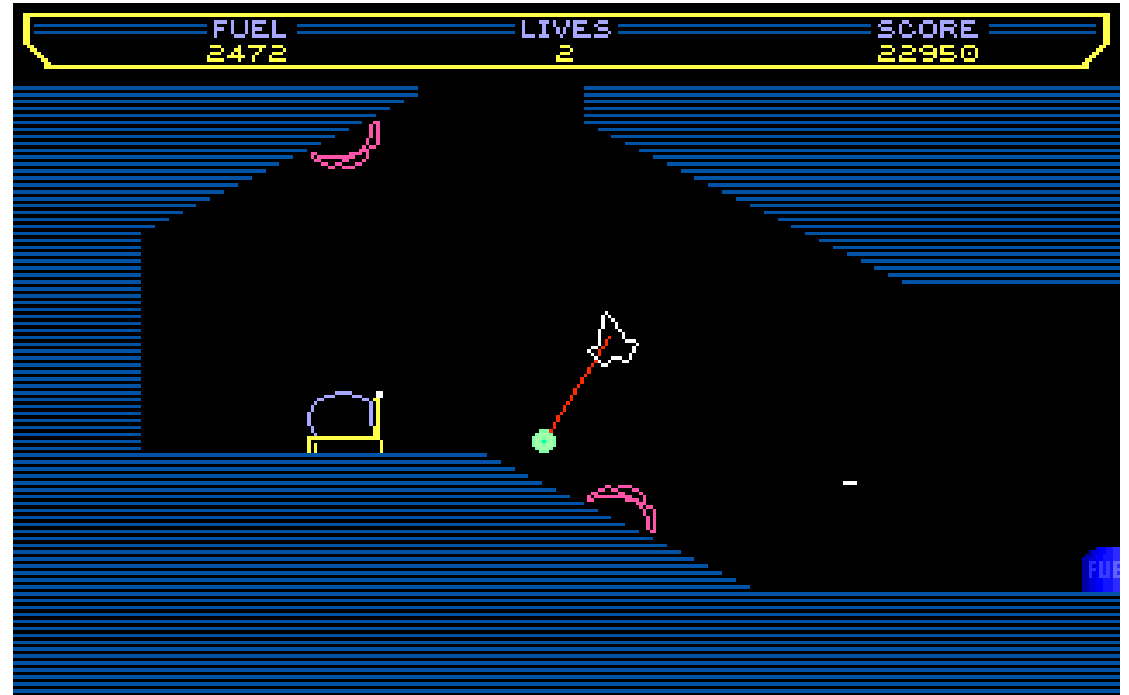


# Python 2 to 3

- Lots of changes but all mechanical
  - “import x” became “from . import x”
  - “/” became “//”
  - “xrange” became “range”
  - Add parentheses around print arguments
- Done... except it broke again.
  - “e.type is KEYDOWN” became “e.type == KEYDOWN”

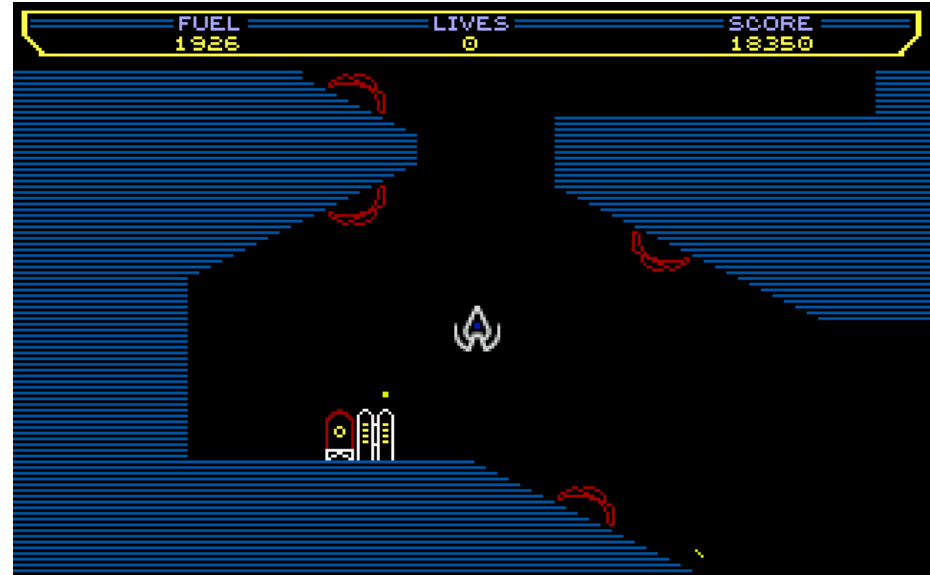
# Thurst

- Remake of a C64 game
- SVGAlib originally
- X11 support but only psuedo color
- Thrust 30: web based remake but levels not released



# Modernization

- SDL2 is my backend of choice.
- Autoconf mess replaced with cmake.
- Achievements added.
  
- Identity stolen from original game.
  - Graphics from Thrust 30 are nice.





# Inertia Blast

- Picked a new name.
- Designed a ship out of Lego bricks.
- Modified the image a little.
- The pod is also Lego built but not possible to build.



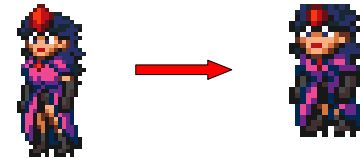
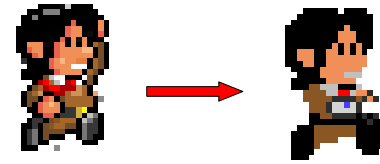
# Mari0

- Remake of Super Mario Brothers
- Added Portal gun
- Mari0: AE
- Mari0: SE
- Mari0: CE
- Mari0 2



# Replacements

- OpenGameArt.org
- Much still needed tweaks
- Empress artwork too big.
- Cannon Bob perfect Bullet Bill
- Hammer Brothers needed new art
- Player character needed less colors
- Some artwork and sounds don't mesh well



# Code Updates

- No fullscreen available
- Credits screen needed for contributions
- Changed fire ability to keep skin color
- Add no portal gun mode
- Still working on new levels
- Rebranded as Gateway Jump



# BYTEPATH

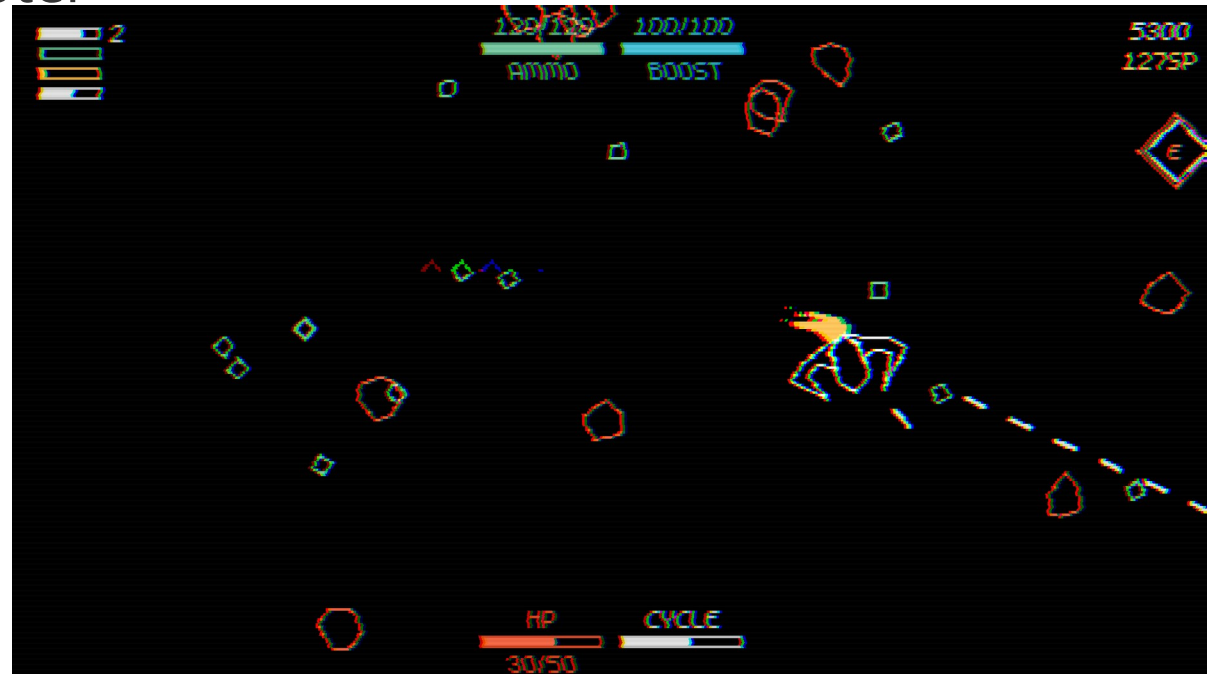
- Replayable arcade shooter
- Massive skill tree

Purchase from Steam

Download

Play?

Nope





# Love 11 vs 0.10.2

- Everything becomes white.
  - 0.10.2 used 0..255 scale for color.
  - 11 uses 0..1 scale for color
- Some new input events caused problems.
- Some minor changes for music handling.
- Disable Steam support
- Add achievements without Steam



# Contact Info

<http://identicalsoftware.com/games/>

FreeGameDev Forums

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