

Darkstar usability: Week of 8/31/09

Same as last week, Akash did not write anything up as he has been working on other project related tasks and has not worked with Darkstar yet.

Lynne, Rick and Ya-Ching only worked on the client side aspects of their games so far, so they did not work directly with Darkstar this week.

### **John**

Both the documentation and the tutorials are nice, but sometimes it is difficult to know when I should be using which one to figure out something (like when I was trying to implement my own Channel and ChannelManager only to find out in the tutorial that I did not have to).

ManagedReferences feel clunky and unwieldy. This may be me still getting used to them, but all too often I have written a section of code, only to have to go back, and change variables to ManagedReferences, which in turn makes me have to add .get() everywhere it is used. Not that big of a problem, I just find it happening often right now.

The overall construction of the server also feels unusual. Even though I have done some network programming before, writing a server for Darkstar feels decidedly different. I know this is due to the overall architecture, but it means at least for me, people who have done some networking in the past still need to spin up on Darkstar before being able to do really anything complex with it/

Aside from this, I did not really delve into Darkstar much this week either as I was busy writing support code for dealing with the java-python crossover (which will be included in this week's code push).