Darkstar usability: Week of 11/2/09

Rick

These two weeks I have been working on inventory system and making a "Whac-A-Mole" minigame.

I just found that instead of using reference to get a ManagedObject, using binding is more straightforward to me, although i have to remember to set binding every time I create an object. I think binding is a very nice idea of Darkstar, which makes me easily and quickly get an object by using a trivial function. e.g. getName().

Another thing is that, I feel pretty annoying that almost every time I implement a new function, I need to call getDataManager() and markForUpdate(). If there is an alternative way that I don't have to do it more than once, it would be more convenient to me.

Ya-Ching

 Thanks a lot for resolving my problem to eclipse setup.

 These two weeks, I have been working on the inventory system and minigame. I used mostly the framework we have built from half presentation. So I didn't explore much features that I have used.

 Since I have been working on the inventory client side. I found the Data Manager is very useful to manage the items. Data Manager could store all the items that the player has and next the player login, the items and inventory can be synchronized with server side. Thanks the PSD for handling this part so that we don't need to design our own format and data structure to store the user's data.

 I wrote a document that have have a clear steps how to set up the enviroment in eclipse. Please see the attachment.

Lynne

Last week I worked on implementing a mini game on the client side and also integrating it with the server. Everything was going smooth on the server side just little bugs needed to be fixed on the client side. What we need to improve on the server side is to make the classes on the server side more generic for binding a mini game to a planet. Right now we just hard-coded to randomly bind a certain game type to a planet. Besides this, I didn't encountered any problem with PDS.

John

After spending a few months with Darkstar I am really starting to internalize the pipeline and API to churn things out (Having most of our framework in place also helped). The biggest thing that I have come to realize is that Darkstar does not solve everything it gives you the tools to build a proper MMO framework, much akin to XNA giving you the tools to make your own engine. At this point, every

problem I've had for the last two weeks has been either an implementation issue or an API misunderstanding (the later solved by looking it up in the API).

Akash

I was working on Piratemanager (Server Side) and Space invader (Client Side) mini game. I had forgotten to set binding for an object this was creating some errors at run time. I also had some issues with using managed objects. Again after looking into the code I found out they were minor code issues from my side.
Apart from that PDS has been pretty good. I also tried working with the new build and it has not given any problems.