

[11:31] <Szkodnix> First of all, tell me something about yourself - who you are, where do you live and how did your interest in open source started?

[11:34] <darkrose> well, I usually go by darkrose, even away from the computer :) I live in Brisbane Australia, and I've always tinkered with computers since I was little, open source and free software just seemed the obvious way to be able to do that without restrictions

[11:37] <Szkodnix> I see. Is that what you are doing also for a living or is that just a hobby?

[11:39] <darkrose> I work as a sys admin for gnu/linux and unix systems... but part of my job includes patches for free software projects, so a bit of both really

[11:42] <Szkodnix> Ok, so as I see you are not type of woman, who uses computer just for computer games. What made you start a project Voxelands? Tell me something more about it.

[11:45] <darkrose> well, I used to play minecraft, years ago... but I always found it quite slow. So I looked at the idea of a free software game similar to it, and found minetest

[11:46] <darkrose> I worked on that for a while, rather than write my own, but eventually forked voxelands

[11:47] <darkrose> minetest lost it's fun for me, it started focusing on becoming an engine, which for me resulted in a slow game with few servers having an interesting mix of user contributed mods, and even less of those being stable

[11:48] <darkrose> so I started on voxelands with the idea of keeping it fast, but adding more content, fixing some bugs, and generally making it something I found fun

[11:49] <Szkodnix> That is very interesting. Are you happy from the changes you have done so far? Do you feel that you achieved your goal?

[11:50] <darkrose> I'm happy with the way it's going, but there's still a lot to do I think

[11:53] <Szkodnix> That's for sure. I am just wondering... Mohjang is starting to add more ores and enemies to his game. What is your... lets say "vision" of your game? Are you going to focus mainly on the elements of building and creating or also on survival and fighting?

[11:55] <darkrose> well I usually focus on what interests me; which is why there was no sound for so long, I play with sound off and listen to music instead

[11:56] <darkrose> so I'm mostly focused on building, creating, and exploration, but I've had it on my todo list for a while to redo the creatures/mobs code for a while

[11:56] <darkrose> so there will be more survival coming into the game over the coming months

[11:57] <darkrose> It's a bit of a balance between what I think is fun, and what the community say they'd like to see

[11:59] <darkrose> but there's a few regular contributors that also add in things that they and others want, but that I would probably put off for a while

[12:01] <Szkodnix> I got your point. But what is your strategy, when people want you to add some elements purely from Minecraft? How do you deal with that?

[12:04] <darkrose> I usually ask them why they want a given feature if I don't see a point to adding, if the only reason is because some other game has it, it probably won't get added

[12:05] <darkrose> it all comes down to gameplay really, I get a lot of people asking me to add special commands, but I always ask them to come up with an in-world solution

[12:06] <darkrose> an example was getting asked to add a /pulverize command, which would destroy whatever item someone was holding... instead, we have incinerators, which do the same job, but work within the game world

[12:08] <Szkodnix> So as I understand you want to create a sandbox game with reduced amount of text commands?

[12:09] <darkrose> yeah, as much as possible

[12:09] <darkrose> it's more fun to me to have a game that keeps you immersed in the game world, rather than jumping out of it every now and then to do special text commands

[12:10] <Szkodnix> Some kind of RPG style? :)

[12:11] <darkrose> I guess so, yeah. I've never particularly enjoyed rpg games, at least of those I've tried, but I don't mind taking some good concepts from them

[12:16] <Szkodnix> Ok, I see. anyway: lets say something about the main element of sandbox games: digging. As you said, you rather prefer exploring and building than minning. But how are you going to improve that element (of digging)?

[12:16] <Szkodnix> Some people want to do something more than just crafting and minning - how are you going to deal with it?

[12:18] <darkrose> did I say I didn't like mining? didn't mean to if I did. though
sometime digging for days on end to get enough materials for a large structure can be
quite tedious.

[12:20] <darkrose> As for doing more than just crafting and building... we've started on
that, adding circuits recently means that structures don't have to be just static, then
can move and be interacted with...

[12:21] <darkrose> but there's also plans to add more destructive creatures to the game,
and possibly natural disasters as well

[12:21] <darkrose> something to give players things to fight against so that survival can
become a game of it's own

[12:25] <Szkodnix> I am looking forward to see the results. You said a lot about game
itself, but I would like to ask you about the development: how many developers are
working on that game? How can community help to polish the game?

[12:27] <darkrose> I do the bulk of the coding, but there's 5 or 6 others that regularly
contribute, either with code, documentation, or textures

[12:28] <darkrose> plus packaging for various operating systems and gnu/linux
distributions

[12:30] <darkrose> but if others want to get involved, joining our forums or irc channel
is the best place to start... we track bugs and feature requests on the forums, and
discuss changes on irc

[12:30] <darkrose> but really, just letting us know ideas or bugs is the best way to get
started

[12:32] <Szkodnix> Is there also a place for musicians and translators?

[12:34] <darkrose> definitely, all of our current translations are quite outdated, as for
sound though; there's no intention to add music to the game, but sound effects are
something we can use, the current set are just some creative commons assets we found

[12:37] <Szkodnix> Ok, that's all I wanted to know :) Thank you for the interview. If you
would like to add anything about game or just some message for our readers, just fell
free now :)

[12:40] <darkrose> you're welcome :) about all I'd add is to encourage people to come and
play, and get involved, if not with voxelands, anything else they're interested in in the
free software / open source world