

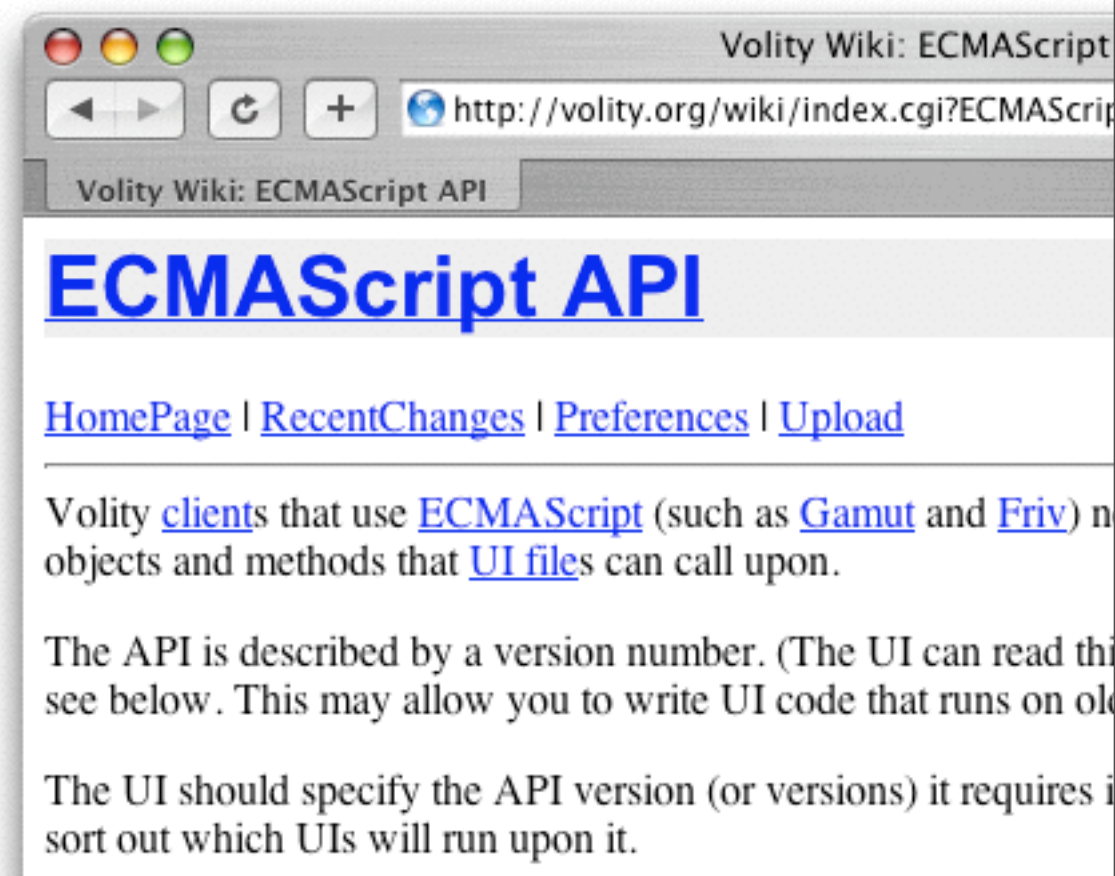
# What is Volity?

- An open platform for real-time multiplayer games
- An open *Yahoo! Games*, more or less
- Based on open technologies, and is one itself



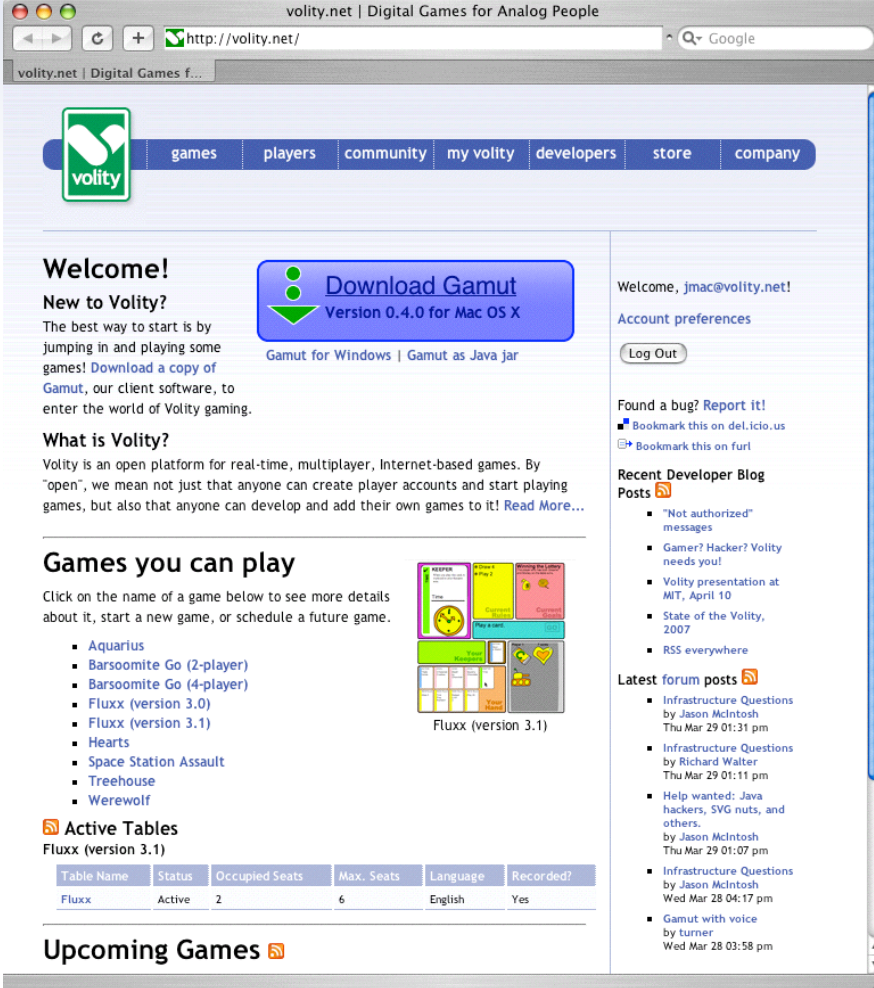
# An open protocol

- The whole protocol is documented as a Wiki at <http://volity.org>
- Based on Jabber (XMPP)
- Custom protocol is a small function set passed as RPCs



# The Volity Network

- You can play Volity games right now!
- <http://volity.net>
- Games by several folks
- Public tools to register and monitor new games

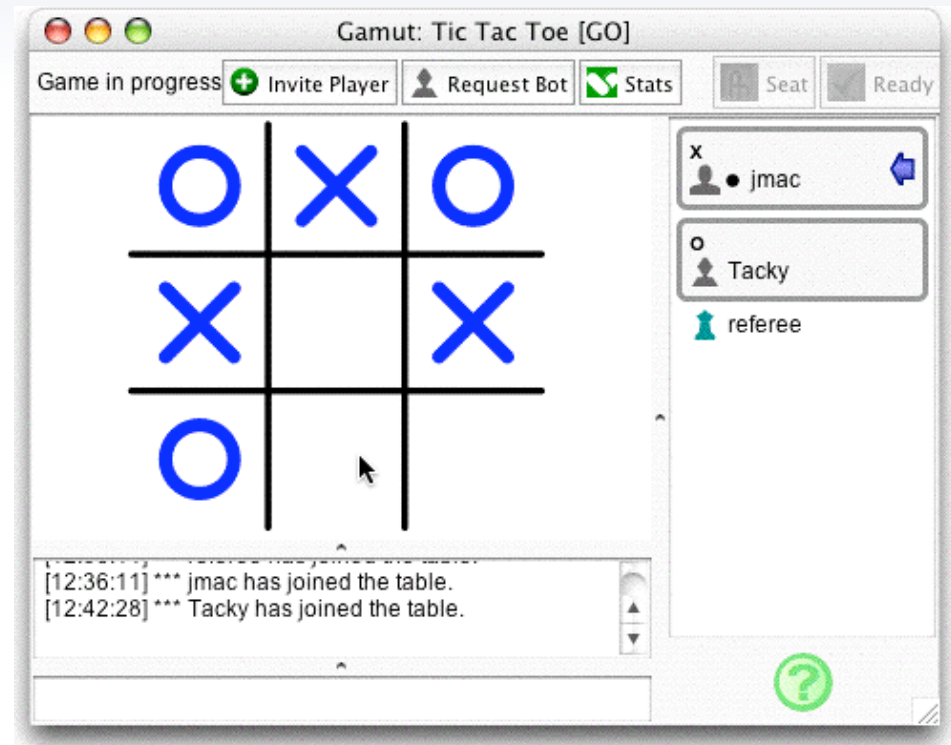


The screenshot shows the volity.net website in a browser window. The browser's address bar displays "http://volity.net/". The website has a navigation menu with links for "games", "players", "community", "my volity", "developers", "store", and "company". A "volity" logo is visible in the top left. The main content area includes a "Welcome!" section with a "Download Gamut" button for Version 0.4.0 for Mac OS X. Below this is a "What is Volity?" section explaining the platform. The "Games you can play" section lists various games like Aquarius, Barsoomite Go, Fluxx, Hearts, Space Station Assault, Treehouse, and Werewolf. There is also a section for "Active Tables" showing a table for Fluxx (version 3.1) with columns for Table Name, Status, Occupied Seats, Max. Seats, Language, and Recorded?. The right sidebar contains a "Welcome, jmac@volity.net!" message, account preferences, and a "Recent Developer Blog Posts" section.



# Make online games quickly!

- Write game logic, using one of our free libraries
- *Don't* write network, authentication, or communication code
- Write an SVG document for the UI
- Ready to play online!



# Language-neutral game development

- Complete library support for both Perl and Python
- Fans of other languages can add their own implementations of the Volity protocol



*A nice,  
friendly  
game...*



# Some real examples



Fluxx (Looney Labs)



# Some real examples




## Space Station Assault (Your Move Games)












<http://volity.net> • Digital Games for Analog People.

# Some real examples



**A Mind Game**  
Implemented by  
Andrew Plotkin  
[About this game](#)

Display expert roles

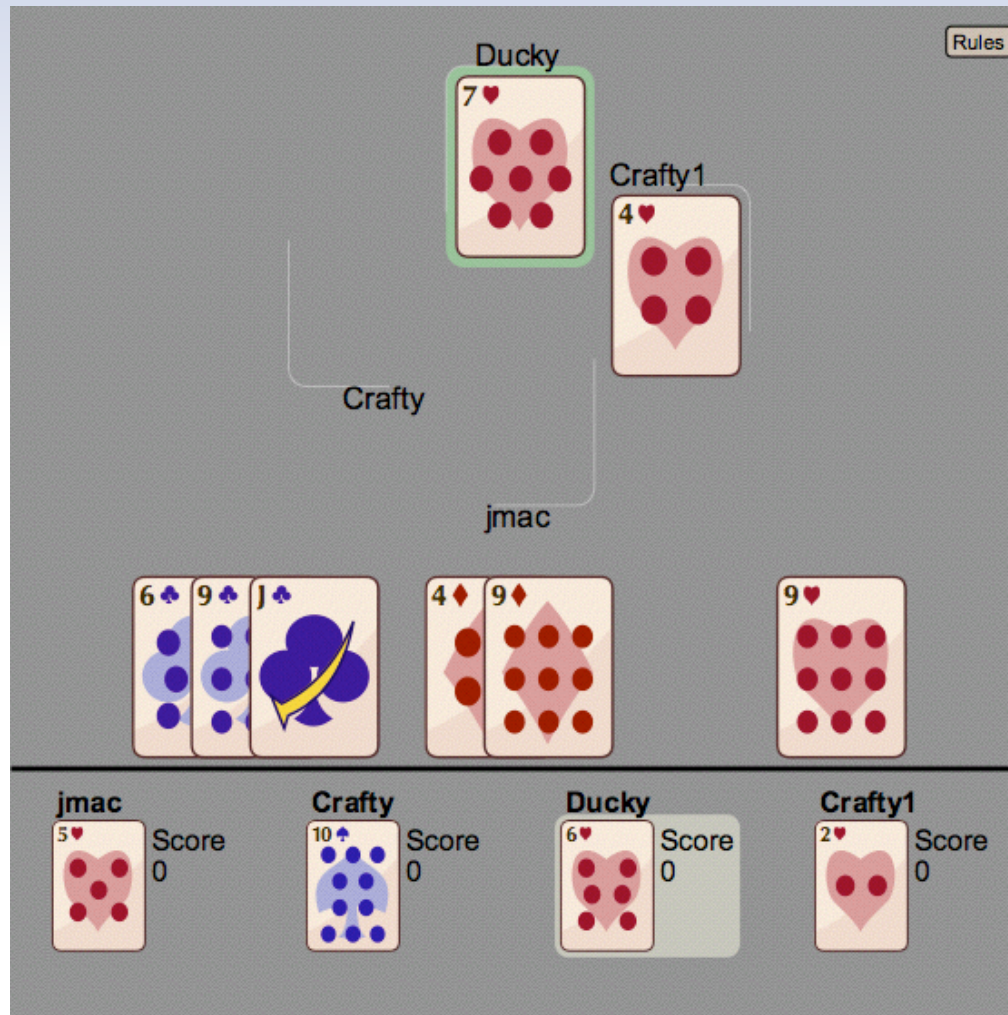
 <b>0</b>	The Villagers live in fear of Werewolves; but the Villagers are many and the Werewolves are few. Every day, the Villagers gather to decide which of their number might be a monster. Whoever they fear most, dies. <i>The Villagers win if they kill all the Werewolves.</i>
 <b>1</b>	   The Werewolves appear innocent by day; but they hunt the Villagers by dark. Each night, they agree on a victim and tear him or her to shreds. The body will be found by the remaining Villagers at dawn. <i>If at least half the population is Werewolves, they win.</i>
 <b>0</b>	   A Seer has visionary powers. Each night, the Seer can select someone to dream about. At dawn, the Seer will know whether that person is a Werewolf. But it is dangerous for the Seer to reveal his talent; the monsters know he is a threat. <i>The Seer wins if the Villagers do.</i>

Decide how many of each kind of person your Village should have.

## Werewolf (Andrew Plotkin)



# Some real examples



Hearts (Austin Henry)



# Community tools

- Play history
- Ratings (based on ELO)
- Reputation (based on Digg et al)
- API for independent queries

**jmac**

Games played: 254

Favorite Game: Fluxx (version 3.0)

Best Game: Space Station Assault

Reputation: 5 (5 good, 0 bad)

Your stance:  None  Good  Bad

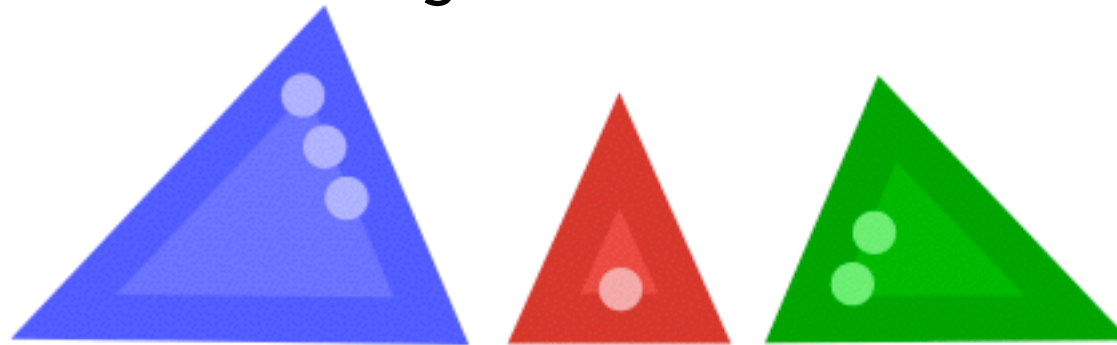
**Solo stats**

Game	# of Plays	Rating	Detail
Space Station Assault	10	1564	<a href="#">View</a>
Fluxx (version 3.0)	51	1559	<a href="#">View</a>



# The client is SVG...

- Volity started life as an SVG fanboy's project
- Gamut uses Batik, the Apache XML project's excellent SVG Java library
- It can browse and load SVG-based game documents from anywhere
- Sure seemed like a good idea at the time!



# ...but should be on the web

Big discovery of 2006: most people don't want to download and install desktop applications

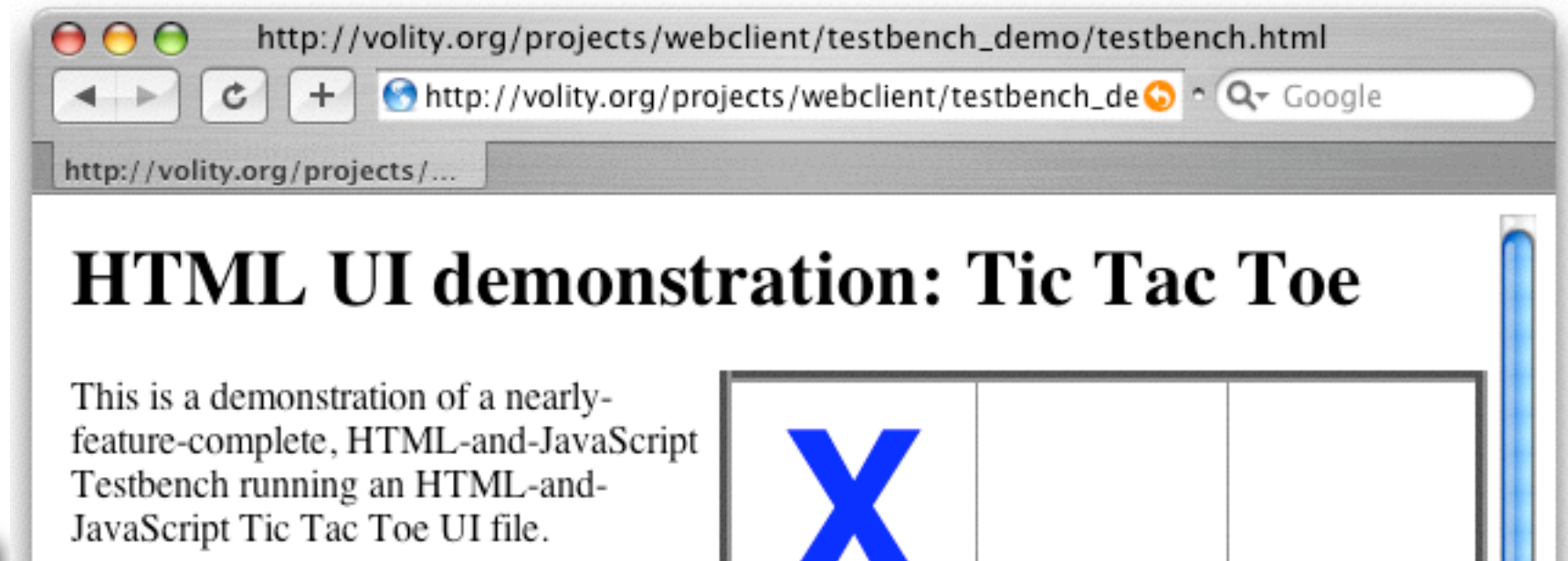
Endusers increasingly expect applications they can run in their browsers, instantly

Who **Knew?**



# 2007: Year of the web client

- As of this month we've started porting our client software to HTML
- Goal: support HTML and HTML-embedded UIs



# Come play with us!

- We need more game-loving hackers to help us out
- <http://volity.org> - Documentation
- <http://volity.net> - Everything else, including lots of games to play by yourself and with friends!

