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justCheckers (/p/justcheckers/)

Alpha

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[justcheckers-developer \(/p/justcheckers/mailman/justcheckers-developer/\)](#)

justcheckers-developer — justCheckers Developers mailing list.

You can subscribe to this list [here \(/lists.sourceforge.net/lists/listinfo/justcheckers-developer\)](#).

2007	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep
2008	Jan	Feb (1) (/p/justcheckers/mailman/justcheckers-developer/?viewmonth=200802)	Mar	Apr	May	Jun	Jul	Aug	Sep
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2010	Jan (3) (/p/justcheckers/mailman/justcheckers-developer/?viewmonth=201001)	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep

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Flat

(/p/justcheckers/mailman/justcheckers-developer/?style=flat) |

Threaded

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[justCheckers-developer] Update on Game Engine (/p/justcheckers/mailman/message/24409398/)

From: justCheckers Developers Update <justcheckers-developer@li...> - 2010-01-22 05:04:41

Attachments: [Message as HTML \(/p/justcheckers/mailman/attachment/68d307ca1001212104y7864137ar2e84fa8b40bad1f%40mail.gmail.com/1/\)](#)

Hey guys,

I hope everyone is enjoying 2010 so far. One of my resolutions for this year, is to get quite a few stable releases of justCheckers out this year. Well to achieve this I've started working on rebuilding the game engine. So far I've set up a basic TestNG test suite and refactored the existing game logic code out of the Game class. That way will have a nice separation of the game state and the game engine code. Next up I plan on writing a few unit tests for the game engine. That will help with building the actual game engine code.

One of the things I'd like justCheckers to support is different variants of checkers. Different variants have different sizes, numbers of pieces and rules. I'm trying to write the game engine in a generic enough manner to handle all the various kinds of rules out there. It isn't necessarily a straightforward task. One of the things I'd like to do is to create a regression test for each majorly different variation. I'm thinking that the tests should involve a simulation of a game, and making sure that the game engine handles all the moves properly. And the game engine should know when the game ends too. If anyone is up for playing and recording all the moves of a game of checkers, using one of the sets of rules, that would be a big help setting up these regression tests. If we can properly support an American, International and Canadian game that would make a great next release. Any volunteers?

Happy Hacking,
Dorian

Re: [\[justCheckers-developer\] Theme Loader Initial Design \(/p/justcheckers/mailman/message/24338568/\)](mailto:justcheckers-developer@li...)

From: justCheckers Developers Update <justcheckers-developer@li...> - 2010-01-11 15:46:38

Attachments: [Message as HTML \(/p/justcheckers/mailman/attachment/68d307ca1001110746r314dd40bqebd77f7017347348%40mail.gmail.com/1/\)](#)

Hey Vikas,

Not bad. But I think a model-view-controller is a bit of an overkill for this. MVC is great for when we need to have flexible views like in a web application. However I don't foresee us becoming a web app instead of a desktop one. So definitely we don't need a view. The GUI is the view and the only view.

Also the main GUI should load all the images into memory once. Basically the GUI or a part of the GUI will load the images into BufferedImages and use those to paint the board, pieces, etc. So a "model" class that holds the data for the theme is not necessary. On the other hand, we could use a light-weight singleton class that will hold all the theme images and strings. It would work kinda like a model. And the GUI will be the controller what needs to be drawn and when. And that already is structured in a loose model-view-controller manner.

The theme should be represented by the folder structure and an XML file/configuration for each theme. There is a data/themes folder already where the theme images and XMLs can be stored.

Definitely I agree with having a preview image of the theme. I think a window with a preview image and a list of the available themes would be great. In the future we could make that part of a unified "Options" window (think how KDE or Gnome apps have a single configuration window). Or like how Firefox does its themes/skins. I don't expect so many themes that we'll need to use a collapsible tree.

In general I'm in theory of using and extending the current codebase. Rather than creating new classes. Lets keep the design simple and we can refactor the code when it becomes unwieldy.

Cheers,
Dorian

P.S. I know this a bit late, but Happy New Year everyone!

On Tue, Jan 5, 2010 at 12:26 AM, justCheckers Developers Update <justcheckers-developer@...> wrote:

```
> Hi Everyone,
>
> I have attached an initial design for loading themes. It is not a complete
> design but just an initial draft. Following are some assumptions and my
> thoughts related to the design:
>
> 1) There will be a "themes" folder where we can save the themes preview as
> image files.
> 2) There will be a "Themes" SubMenuItem
> 3) When the Themes sub menu item is clicked the control will be passed to
> ThemeContoller class
> 4) ThemeContoller class has ThemeView and ThemeModel.
> 5) ThemeView is responsible for generating different views.
> 6) ThemeModel is responsible for reading/ loading image files for
```

> previewing themes.
> 7) ThemeModel will also be responsible for applying the theme.
> 8) ThemeView will have JTree to display the list of themes, JButton to load
> a particular Theme and also a theme preview area.
>
>
> These are some initial thoughts. I would be updating my design and as I do
> I will email you guys. Do let me know if you have any
> questions/comments/suggestions.
>
> Thanks and Regards
> Vikas Nahar
>
>
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[justCheckers-developer] Theme Loader Initial Design (/p/justcheckers/mailman/message/24300419/)

From: justCheckers Developers Update <justcheckers-developer@ii...> - 2010-01-05 05:27:01

Attachments: Message as HTML (/p/justcheckers/mailman/attachment/5030c0ae1001042126n2e76aeaep755b2e72a571a895%40mail.gmail.com/1/) [initi](#)

Re: [justCheckers-developer] Navigating the Subversion Tree and First Tasks (/p/justcheckers/mailman/message/24277014/)

From: justCheckers Developers Update <justcheckers-developer@ii...> - 2009-12-30 15:44:09

Attachments: Message as HTML (/p/justcheckers/mailman/attachment/68d307ca0912300743y3988a0fal80105dc85e0d6f1a%40mail.gmail.com/1/)

Hey Vikas,

No worries. I meant a rough mockup of the GUI for choosing themes, not the actual themes themselves.

Cheers,
Dorian

On Wed, Dec 30, 2009 at 10:39 AM, justCheckers Developers Update <justcheckers-developer@...> wrote:

> Hi Dorian,
>

> To be very frank I am not that imaginative. But will surely try to come up
> with some themes. Currently I am just trying to set my
> eclipse environment and understand things that I have never worked on
> (Subversion). Once I am done with that will update you all. Also as I am new
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> excuse my naive doubts...

>
> Thanks and Regards
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> On Wed, Dec 30, 2009 at 7:57 AM, justCheckers Developers Update <justcheckers-developer@...> wrote:

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>> Sure Vikas, feel free to start on it. Can you send me a rough mockup of
>> what you think it should look like?

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>> Thanks,
>> Dorian
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>>> Let me know if it is ok with you.
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Re: [justCheckers-developer] Navigating the Subversion Tree and First Tasks (/p/justcheckers/mailman/message/24276981/)

From: justCheckers Developers Update <justcheckers-developer@li...> - 2009-12-30 15:39:47

Attachments: [Message as HTML \(/p/justcheckers/mailman/attachment/5030c0ae0912300739q5bea4425pc3fc9161da82f8e3%40mail.gmail.com/1/\)](#)

Hi Dorian,

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Thanks and Regards
Vikas Nahar

On Wed, Dec 30, 2009 at 7:57 AM, justCheckers Developers Update <justcheckers-developer@...> wrote:

> Sure Vikas, feel free to start on it. Can you send me a rough mockup of
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> Thanks,
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>> Let me know if it is ok with you.

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>> Thanks and Regards,
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Re: [justCheckers-developer] Navigating the Subversion Tree and First Tasks (</p/justcheckers/mailman/message/24276524/>)

From: justCheckers Developers Update <justcheckers-developer@li...> - 2009-12-30 13:58:13

Attachments: [Message as HTML \(/p/justcheckers/mailman/attachment/68d307ca0912300557y6e7b8b32v9e661afb4ad775e%40mail.gmail.com/1/\)](/p/justcheckers/mailman/attachment/68d307ca0912300557y6e7b8b32v9e661afb4ad775e%40mail.gmail.com/1/)

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Re: [justCheckers-developer] Navigating the Subversion Tree and First Tasks (/p/justcheckers/mailman/message/24274239/)

From: justCheckers Developers Update <justcheckers-developer@li...> - 2009-12-30 01:55:19

Attachments: [Message as HTML \(/p/justcheckers/mailman/attachment/5030c0ae0912291749i49be2c3cpf77eeff3a8c62a86%40mail.gmail.com/1/\)](#)

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[justCheckers-developer] Fwd: Reuse in open source projects survey: Distribution of results (/p/justcheckers/mailman/mess

From: justCheckers Developers Update <justcheckers-developer@li...> - 2009-12-29 20:09:01

Attachments: [Message as HTML \(/p/justcheckers/mailman/attachment/68d307ca0912291208t56ad7bd0v561f5b9576370ee5%40mail.gmail.com/1/\) 0912](#)

[justCheckers-developer] Navigating the Subversion Tree and First Tasks (/p/justcheckers/mailman/message/24272815/)

From: justCheckers Developers Update <justcheckers-developer@li...> - 2009-12-29 19:55:20

Attachments: [Message as HTML \(/p/justcheckers/mailman/attachment/68d307ca0912291155j5b90c9fcg573a844cd6c16783%40mail.gmail.com/1/\)](#)

Hi again,

IIRC Kyle, you asked me about the Subversion tree for the project.
Basically which version should you checkout and use?

OK so the subversion tree is divided up in three parts: trunk, branches and tags. Trunk is where all the main development happens. Branches are really crazy development ideas. So basically if you want to work on some crazy feature that will break things horribly... you should be working on a separate branch. Right now there is branch of an experiment to make justCheckers into a web application. It didn't go very far, but it is there for the curious. Finally tags for releases that will be packaged up and sent out. Right now there is only one version with the last stable release of justCheckers 0.1.0

So... at the moment, the only fully working version is the tagged version 0.1.0. I should of followed my own advice, and used a separate branch when trying to rewrite the game engine. Mea culpea. But at the moment trunk is broken in terms of a working demo of justCheckers. Trunk does compile, and in the future all code that ends up in trunk should work and not break a build. I'm currently working on fixing trunk by finishing the rewrite of the game engine. The plan is to make it generic.

In terms of development tasks:

- * the GUI needs rewriting to be loosely coupled. (threading and refactoring)
- * refactoring the main game logic to use a game loop and run on a separate thread. (Java threads)
- * getting the GUI to load images from the themes, rather than drawing its own pieces. (Swing and AWT)
- * adding a GUI to switch themes using a previewer (great junior Swing/AWT job)
- * rewriting the game engine to be generic (my task for now)
- * adding code to store and retrieve game preferences in XML (XML guru job)
- * transition all the current junit tests into TestNG (a great junior task)

So who would like which task?

Cheers,
Dorian

[justCheckers-developer] Welcome all! (/p/justcheckers/mailman/message/24272658/)

From: justCheckers Developers Update <justcheckers-developer@li...> - 2009-12-29 19:27:57

Attachments: [Message as HTML \(/p/justcheckers/mailman/attachment/68d307ca0912291127069372be5v63103b8335dfe7ea%40mail.gmail.com/1/\)](#)

Greetings all,

I hope everyone had a great Christmas vacation. Apologies for not responding earlier e-mails or being online recently. Around Christmas it gets a bit hectic, and this year was especially busy for me. So again apologies for the delayed response.

Since there a lot of you with different levels of experience, we'll use the standard procedure of accepting patches before giving out commit access. I want to make sure that we maintain a high quality codebase that is easy to maintain. I'll give a developer commit access once I know I can trust him or her to follow the style guide, consistently produce high quality code and has written test cases to prove the code works as expected. I'm a big believer of test driven development. And I expect test cases for all non-trivial code... except for some of the GUI code. GUI code is notoriously difficult to test, and is better tested manually for usability. Please note that most successful open source/libre software projects do the first patch then commit privileges. And it works fairly well.

So your first steps will be to setup your environment and get the code working. I'm afraid I can't do much hand-holding when it comes to setting up environments. That's why I asked if you guys were familiar with technologies such as: Subversion, Eclipse/Netbeans and Ant. If you aren't familiar with using Subversion, you'll need to read up on it. If you aren't familiar with any of the technologies I expect you to do some research. Unfortunately I don't have the time to teach how to use said technologies, but I can help with setting things up and pointing you in the right direction. I highly recommend using an IDE like Eclipse or Netbeans because it can help you write tidier code quicker. However if you are an awesome programmer who just LOVES Vi or Emacs, I won't hold that against you. :) But I still expect nice, tidy code.

Please patterns were it makes sense, comment your code and just follow remember to follow the Style Guide: [http://justcheckers.org/style_guide (http://justcheckers.org/style_guide)]

A few things to keep in mind, I expect everyone to follow the Code of Conduct [http://justcheckers.org/code_of_conduct (http://justcheckers.org/code_of_conduct)]. In a nutshell, just be follow common courtesy. This project is supposed to be fun, and I really don't want have to deal with too much disruptive behaviour. We're all adult here. :) But if you there is something bugging you or there is a problem, please feel free to contact me privately. And I'll make sure any problems or issues will get resolved smoothly.

For full disclosure, I'm planning to have a corporate sponsor for this project. I started a small gaming startup last year called NetNomad Games [<http://netnomadgames.ca/> (<http://netnomadgames.ca/>)] (NNG for short). The plan is to help fund and support libre software/open source game development. I'm a huge believer in Richard Stallman's ideas of Free Software. And I'd love to work full time developing libre software/GPLed games. At the moment, NNG will pay the code of hosting the website. Eventually if things work out, there will be paid developers and artists along with a large community around justCheckers and

similar projects. There are NO plans to make this project non-GPL, take it away from the community or anything like that. There ARE plans to sell add-ons though. justCheckers will be always be a community project, but it would be nice to have a commercial sponsor supporting the project. I'm not gonna ask anyone to build stuff for free for me to sell or anything like that.

OK, thats the basics about contributing to justCheckers. I'll get to navigating the Subversion tree in my next e-mail.

Welcome to the justCheckers project. I'm sure we'll have a great time working together. :)

Cheers,
Dorian

[Justcheckers-developer] [justcheckers] Stepping Down as Project Manager & The End of justcheckers? (/p/justcheckers/m

From: Dorian Pula <deepwave_admin@us...> - 2008-02-26 17:56:22

Eric S. Raymond, once said that open source is about a "developer scratching an itch." Thats what I tried to do with justcheckers. Unfortunately that itch disappeared a long time ago, and now the project just exists. I have different goals now, and different needs. So while I hate to admit it, I am tired of justcheckers and stepping down as lead developer. If anyone wants to pick up the reigns of that project, contact me and I will get you set up appropriately.

Note, if no one is interested then justcheckers is effectively dead. I will not maintain it any longer.

Dorian (deepwave_admin) Pula

[Justcheckers-developer] New Inactive Deadline (/p/justcheckers/mailman/message/70305/)

From: Dorian Pula <deepwave_admin@us...> - 2007-12-22 04:02:31

The deadline for currently inactive developers to respond is now January 11, 2008. This allows for the Christmas and New Years holiday break, which can be a busy time for everyone. After that automatic developer removal will occur. If you are an inactive developer and still want to be part of the project, please contact me.

Also if any new developers want to join, please feel free to contact me directly: deepwave_admin at users.sourceforge.net.

Cheers,
Dorian
--
Dorian "deepwave_admin" Pula

[Justcheckers-developer] Refactoring for Release (/p/justcheckers/mailman/message/70302/)

From: Dorian Pula <deepwave_admin@us...> - 2007-12-20 18:42:07

Greetings!

Just wanted to give a heads up that I am working on refactoring our code base for the upcoming release. Currently the code is a bit over-complicated with "future-abilities" code. The truth of the matter being that source code being as flexible as it is, can be changed radically over time. Instead of getting everything done right the first time, I am leaning towards the evolving over time.

Anyways, I am working on getting on game and ui packages refactored so that they meet the style guide requirements. Also to strip them down to something that is manageable, understandable and that can be easily extended as we go.

In other news, today is the last day for the inactive developers to contact me of their interest to continue on in the project. Please contact me or you know wave a limb or something so I know that you guys and gals are still interested.

Finally, I just wanted to mention that I wanted to setup a channel for us justcheckers developers on irc.freenode.org. I filled out a group contact form and I am still waiting up an answer. Hopefully we can get that up soon.
crosses fingers

Cheers,
Dorian
--
Dorian "deepwave_admin" Pula

[Justcheckers-developer] New Official Developer Policy (/p/justcheckers/mailman/message/70301/)

From: Dorian Pula <deepwave_admin@us...> - 2007-12-18 01:52:22

I am proud to present the new official core developer policy:
http://justcheckers.sourceforge.net/index.php/Joining_the_Core_Dev_Team
(http://justcheckers.sourceforge.net/index.php/Joining_the_Core_Dev_Team)

This policy also applies to the current development team. This hopefully will help with any confusion surrounding the development team. Again the final date for the currently inactive developers is still Dec 20, 2007.

Thank you for your patience,
Dorian
--
Dorian "deepwave_admin" Pula

[Justcheckers-developer] Website Ready and Team Discussion (/p/justcheckers/mailman/message/70300/)

From: Dorian Pula <deepwave_admin@us...> - 2007-12-11 03:59:06

To all interested,

Just finished setting up and adding all the necessary information to the project website. As I mentioned before, the project website is a registered members-editable wiki. This is to stop spammers and other never-do-wells. And this means you need a special sysop account if you want to edit the wiki. So anyone on the team who wants to contribute to the wiki, should register with the site and then e-mail me. I will then give you sysop permissions. I strongly recommend everyone on the developer team to join the wiki.

Also since the project and most of the team have been more or less dormant, I would really like to discuss the future of the development team. I would like to go over what everyone's expectations are, and how we can collaborate together better. Please e-mail me personally some time this week: so I can schedule a time we can all meet.

Thanks,
Dorian
--
Dorian "deepwave_admin" Pula

[Justcheckers-developer] Project Website Downtime (/p/justcheckers/mailman/message/70298/)

From: Dorian Pula <deepwave_admin@us...> - 2007-12-05 19:51:40

Hello again!

I just wanted to notify everyone that the project website will be down for a few hours today, while migrate the old site to a Mediawiki setup. It might take a few days to iron out all the bugs in the new site, but it will be much easier to work with. No worries about the wiki, since I will only allow justCheckers developers to modify the content. So just sit tight, the site will be back up soon.


Pardon the dust,
Dorian
--
Dorian "deepwave_admin" Pula

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