

The Linux Users' Group of Davis presents:
“How I Learned To Stop Worrying
And Love **SDL**”



Today, the video gaming world is far more fragmented than it has ever been — various environments and operating systems running on a variety of hardware platforms: computers, tablets, phones, home game consoles, hand-held systems. Therefore, porting is an absolute necessity for success in the market.

This talk will cover the steps taken to remove the in-house libraries used by a game released commercially for the PlayStation 3 and Vita platforms (*Dragon Fantasy 2*) and replace them with the cross-platform, open source *Simple DirectMedia Layer* collection of libraries. SDL makes Linux support a snap, and Adam builds both his Linux *and* Windows versions using a single script under Linux.



About the speaker: Adam Rippon is Creative Director at Muteki Corp., publisher of *Dragon Fantasy*, a retro-style role-playing game originally developed for iOS, and later ported to Android, Windows, Mac OS X, PlayStation Vita and PlayStation 3. Originally created as an homage to Adam's late father, it's a classic JRPG styled with 8-bit Nintendo graphics and sounds. The game's follow-up, *Dragon Fantasy Book 2* (released for the PS Vita and PS3), was styled using both high-quality modern graphics, and as a 16-bit Super Nintendo game.

Adam is also Board Certified Master Videogamesman at Gaijin Games, publishers of the *BIT.TRIP* series and other titles, where he's currently porting a game from Flash to SDL.

Monday, May 19 th 7pm – 9pm Free & open to the public	Davis Public Library Blanchard room 315 East 14 th Street Davis, CA
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