Proposal for an open-source Truckingsim

Versie: 2.1
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Offertenummer:

Revision history

1.0	Initial version	February 5th, 2015	Bjornski
2.0	Initial comments from Jeffan24 and Norman processed	February 20th, 2015	Bjornski
2.1	Final revision	February 26th, 2015	Bjornski

Preface

The past few days I've had the chance to take a look at the source code and to make up my mind about a proposal for an open-source Truckingsim game.

In short, I would like to organize redevelopment of Truckingsim as an open-source, community driven project, with as many people as possible having an opportunity to contribute to the game.
The project would be sponsored by Solutionsource, the resulting source-code and designs will be open-source, the data, domain name and trademarks will be managed and protected and owned by Solutionsource.
The ultimate goal is to get as many people as possible involved, to stimulate participation and game-play.
I am willing to personally invest between 10 and 20 full-time work days to "get the show on the road".

This document was initially written by Bjornski (Björn van den Heuvel), owner of Solutionsource and later modified with input from Jefffan24.

Ownership and involvement

Solutionsource effectively becomes owner of the Truckingsim domain name and all assets associated with the current (old) game. Assets, like source-code and designs, that are associated with the new game will essentially be community-owned, due to their licensing (see next paragraph).

The reason we want to organize it like this is to make sure we can sustain future development. We believe that whoever becomes the driving force of development behind the game, should be able to legally to continue without a chance of being obstructed.

We plan on making this "official" as soon as the new version of the game becomes playable (beta testing).

Also, we'd like to stipulate that continuation will not be viable without the continued involvement of Jefffan24.
Jefffan24 and I also hope that key people like Norman (algorithms) and Conroy (code) will continue to contribute to the game.

Data and privacy

The database of the new and current game will be owned and managed by Solutionsource under the strict pretense that privacy sensitive data will not be shared with anyone, unless a court order forces us to do so. What we consider privacy-sensitive consists of (but is not limited to): e-mail addresses, full names, bank account numbers and street addresses. Developers may get unrestricted access to a copy of the full database, in which privacy-sensitive data has been removed or randomized.

Solutionsource may make some privacy-sensitive information available to hand-picked groups of people, if making such information available is required for the correct functioning of the game.

An example of this would be IP adresses. We consider IP addresses to be somewhat privacy-sensitive, but we would need to show IP adresses to for instance moderators. Moderators need to be able to detect multis (one person playing multiple accounts) and bots (automated playing), or to enforce bans. Moderators thus will have access to IP addresses, in order to do their "job" right.

Contributions and licenses

All contributions to the game will remain the property of their respective creator. The creator publishes their work under a license that allows use by anyone, for any (non-commercial) purpose, under an "open source" license.

All code should be licensed under the GPL v3. Any third-party library should carry a license that is compatible with GPL v3.
The code of the new game will be publicly hosted on Github. The code of the current game will not be made publicly available. Developers that want to contribute to the game can request (private) access to the source-code of the current game.

Any graphics design that is included in the game or website, will be licensed under the Creative Commons Attribution Non-Commercial Share Alike license (CC BY-NC-SA 4.0).
https://creativecommons.org/licenses/by-nc-sa/4.0/deed

Contributors to the game explicitly license Solutionsource to use their work for commercial use in the Truckingsim game.
(Since TS will be managed by a commercial company, the use of the contribution might be considered commercial, even though the chances for actually making a profit are very slim. See next paragraph.)

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Profit

The game will initially be run as a "not-for-profit" initiative. Solutionsource may include some unobtrusive advertising to cover (part of) the cost for running the game and the open-source project (eg. one Google Adwords banner and a link to Solutionsource on every page of the website and forum).
It must be stipulated that the game has never been and must not be a "cash-cow". The game is, was and will be a hobby first. We will never be another "Candy Crush Saga".

However, after initial release of the new open-source game, Solutionsource may include elements that generate income, as long as:

- the game remains free to play
- the game remains open-source
- the privacy of all community members is respected and any identifying information remains private (we will never sell e-mail addresses!)
- game-play is only minimally impeded if a user blocks ads or decides to play for free (we will not accept an unfair advantage for paying players, should players get an opportunity to pay for something)
- a majority of the community approves of the introduced means of generating income

A player should never be able to "buy their way to the top". A possibility to purchase an increase in XP or a level-up, would in principle be considered as an "unfair advantage".

Site, game, forum and wiki

We plan to split the game up in 4 distinct component-parts:
- A public website with basic information about the game, references to the open-source project on Github and relevant "getting started" info on the Wiki.
  The website will be built on top of Wordpress.

- A wiki with sections about game-play and info for developers.
  The wiki will be based on DokuWiki.

- The forum, based on MyBB.

- The game itself.

These component-parts will all be linked together in the sense that they share a single user name and allow for single-sign-on.
Any registered member may post on the forums, edit the wiki and play the game. Only hand-picked community members will be allowed to moderate the forums and to modify the public website.

Development (engineering)

We will start development based on a new, clean architecture. There will be a strict separation between business logic and the presentation layer.

We will develop basic entities according to "Domain Driven Design".
http://www.infoq.com/minibooks/domain-driven-design-quickly
This means there will be a class for every logical entity in the system (i.e. Truck, Driver, City, Terminal, Route, Leg, CargoType, Cargo, etc...).

The architecture has not yet be defined. However, we plan to make use of the following techniques, frameworks and libraries;
- PHP (definitely)
- MySQL
- The Laravel framework and Eloquent ORM (probably)
- All operations will be implemented as RESTful JSON Webservices (definitely)
- jQuery (definitely) and jQuery UI (maybe) (http://jquery.com/)
- Bootstrap (definitely) (http://getbootstrap.com/)
- LeafletJS and OpenStreetMap (definitely) (http://leafletjs.com/)
- Browserify (probably)
- Handlebars (probably)
- Backbone/Marionette (maybe)

The aim is to use libraries and techniques that are both common and easy to understand, so that even developers with minimal experience will be able to submit a meaningful contribution.

We will pay special attention to making the game playable for blind people, using a screen reader. Also, we will attempt to make the game useable for people with other types of disabilities.

Development (contributing and release)

Core developers will be hand-picked and will have full control on Github (currently Bjornski and Jefffan24).

We will write contribution guidelines that will be published on GitHub. Contributors will be encouraged to follow these guidelines. When someone wants to contribute to the source-code, they will issue a pull request on Github. One of the core-developers (who will have access to the main Github repository) will include the contribution into the code-line after review.

Solutionsource will release new versions of the game on a regular and published release cycle.

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Gameplay

The game will, in essence remain the same from a game-play perspective.
We plan to develop some enhancements, to make the game more attractive, especially for long-term players. These are just some ideas and we explicitly invite community members to contribute ideas.

- Plot the route on a map and drive it.
  The route-view should include a map and a route (like in Trukz, when driving with a GPS).

- Additional continents (Europe and Australia)
  This will be included if/when we reach a suitable number of active drivers. We should not dilute drivers too far as that would hinder game-play.

- The company pays the driver.
  Currently, when a driver drives a contract-route, the actual payment is done by the game. The game would become more interesting if the company should pay their drivers from their balance.
  A contract should pay on completion (instead of on each delivered load).
  This change would make company-management harder.

- Drivers who join a company can either receive a (weekly) wage and perhaps drive company-owned truck or be payed per load delivered (i.e. freelance).

- Introduce a "cost of living" for drivers
  Drivers should be required to eat, drink and have other fixed costs like insurance, in order to make it harder for someone to have a $100M bank account.

- Company rankings based on total monthly turnover and profit and loss
  (in addition to number of drivers and value)

- Stocks should pay (weekly) dividends out of the companies cash balance.
  When stocks are sold, the company sets the dividends as a percentage of either profit or turnover. (The company should make a commitment to keeping the share-holders happy)

- If an individual owns >50% of all company shares, they become the owner of the company.
  (Facilitate hostile take-overs)

- A company can buy and store (a large quantity of) fuel in a terminal location. The company can sell that fuel at a profit to drivers who are in that terminal's city.
  (in the mean time fuel prices will continue to fluctuate, so this is a form of speculation for the company).

The basic aim of these changes is to introduce the concepts of liquidity and cash management for companies and drivers.

Project planning – Short term (roughly 3 months)

The first steps to get "the show on the road" will be;

- Update of the MyBB forum software.
  The forum is currently running on an out-of-date version of MyBB. We will upgrade
  to the latest version. (Solutionsource)

- Issue a design contest for the website
  Anyone with basic photoshop skills should be able to submit a website design.
  Solutionsource validates if a design is viable as a Wordpress template.
  The community chooses the winning design through a poll.

- Issue a design contest for the game
  Anyone with basic Photoshop skills should be able to submit a design for the user-
  interface of the game. Solutionsource validates if a design is viable as a Bootstrap
  template.
  The community chooses the winning design through a poll.
  Both contests will be published in the forums. Community members will be
  encouraged to "spread the word" on Facebook and other public media.

- Setup a Github repository and DokuWiki for development.

- Develop an initial working architecture.
  We should have the basics in place before asking other developers to contribute. At
  least signing up, logging in and loaning money from the bank should be
  implemented as a "proof of concept".

Project planning - medium term (roughly 1 year)

- Transferal of the Truckingsim domain name to Solutionsource well before the new
  version goes into public beta testing.

- Wordpress website live (before June)

- Beta testing (before August)

- New game live (January 2016)

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