

Crossfire - An open source online game

Basic information

The name of the project I am researching is Crossfire

It's a free and open source cross platform multiplayer online computer role-playing game. Anyone can play it, providing that they log themselves in with a username and password. In its first few years, it had a lot of people who played it.

The address of its website is <http://crossfire.real-time.com/>, where visitors can find out about the game, learn how to play, play the game itself and use other features of the website. Please visit the [Crossfire \[1\]](#) website.

The main purpose of the project is to give people a fun game to play whilst on the internet. They can always play it as well as it doesn't have an end to it.

Company information

All of the software produced for downloads for the game is licensed under the GNU General Public License, a widely used free software license.

The project was set up in mid 1992, at the University of Oslo in Norway.

The project gets its resources from SourceForge, which is a large company that is able to pay for the game to be run, so the game can afford to be free.

The main company associated with the project is SourceForge, although it was originally developed at the University of Oslo, Norway.

The University of Oslo is in Norway but SourceForge is a world-wide company.

The University of Oslo, where Crossfire was designed, is the oldest, largest and most prestigious university in Norway. Because it is a university, the people who designed the game obviously didn't do it as their main job or thing to do, it just started out small and it grew quite a lot. SourceForge obviously doesn't put all of its time into the game either but is still developing the game further.

Competitors

The project has many internet game competitors which are very similar to it such as Runescape or Neverwinter Nights. But there are also other open source games that aren't very similar to it, like GNU Chess, Neverball and SuperTuxCart.

The game has some advantages over its competitors, such as:

- It being one of the most known games of that type, as it had huge influence on other games of similar kind
- Any number of people can connect to it at once and it has a good feel of it such as other good, similar games

A disadvantage though would be that because of this, other people have taken things from it and used them to create better games, as Crossfire is quite an old game.

It is fairly easy to start up a new game and the website seems quite welcoming to newcomers, as I have never played the game. It shows people how to play, and shows new players everything that they need to know about the game before they first play. It is fairly easy to contribute to the game, as there are new versions of it being created all the time, by normal people.

Now that I have looked at the game Crossfire, it seems like a good game for people who like games like that kind of thing. But it does seem to have some faults, and if I was working with the company

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then I would change the website look to make it look more modern and I would also change the game system so that it uses less computer memory, doesn't have to have as many computer requirements etc. to make it easier for people to join and play.

What I would change on the website

I would change the website in some ways:

- Make this bigger and easier to see
- More colours on the page
- Keep the file releases simple and little in number
- Different background colour like blue
- Not put spoilers on the site

Source URL: <https://theingots.org/community/node/5478>

Links

[1] <http://crossfire.real-time.com/>