

# TripleA – open source game

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# About project

- Turn-based strategy
- Singleplayer and multiplayer support
- Developed in java
- Requires java 1.6

# The community

- Communication mainly via forum
- Using SVN for versioning
- Source accessible on Sourceforge
- Active in finding bugs and making feature requests

# Development

- Own coding standards
- 3943 revisions so far
- 40+ revisions last month
- Project is alive – last revision from last week

# My work

- Repair a bug and contact developers via forum
- Preferably bug 3025254 or 1241138
- Both can be found in project's bug tracker
- Send a patch to developers

# Thank you for attention

