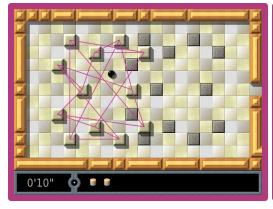"The Gordian Knot" by Ronald Lamprecht

ENIGMA

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ABOUT ENIGMA

- Transport puzzle video game, dexterity with pointing device often required
- Open-source multiplatform derivative of Oxyd
- Non violent - a game for young and old
- More than 1000 levels
- Windows, Mac OSX, Linux, GP2X

DEVELOPMENT OF ENIGMA

- Project created in 2002, however first release was in 2003
- Current version (1.20) – April 2, 2013 (not yet for OSX)
- 11 main developers + many contributors
- Communication via mailing list
- Lua programming language
- Level editor exists, not much used
- Previously Arch, SVN, now Git as version control system

MY CONTRIBUTION

- Localization of the application to Slovak language
- Structure:
  - # some information
  - msgid "hello %s.\n"
  - msgstr "ahoj %s.\n"
- Test my work – GNU gettext
- Publishing 'po' file

THANK YOU FOR YOUR ATTENTION