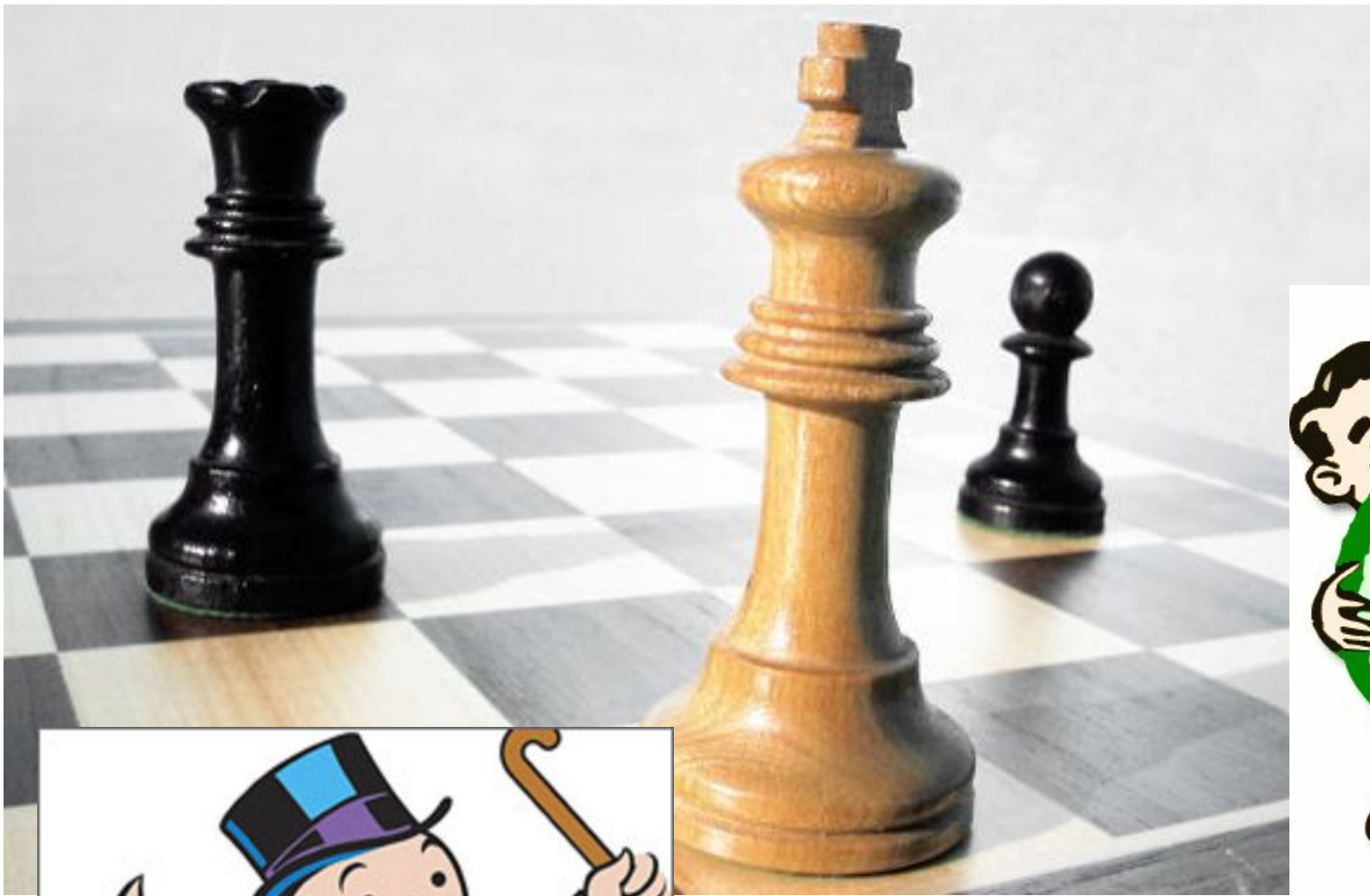




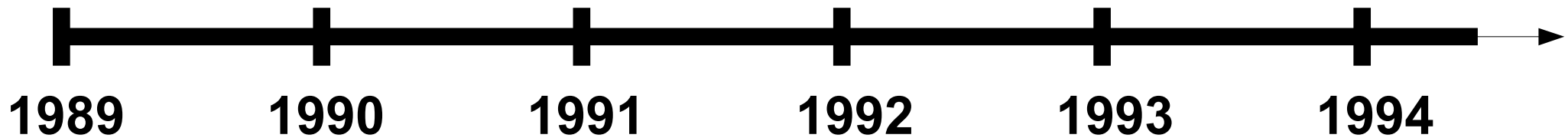
# Simulation?

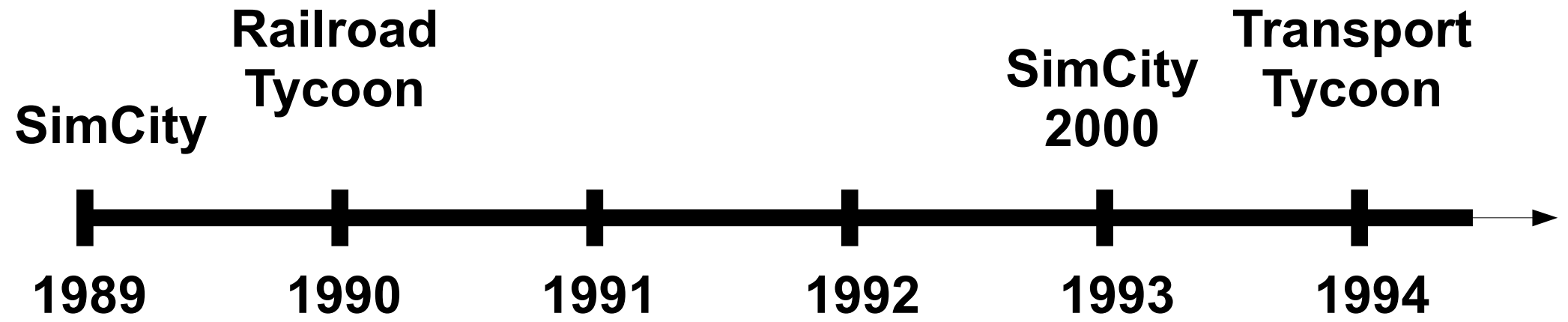
Aufbau  
Strategie  
Wirtschaft  
Transport



# Rückblick

And the journey begins...





# SimCity



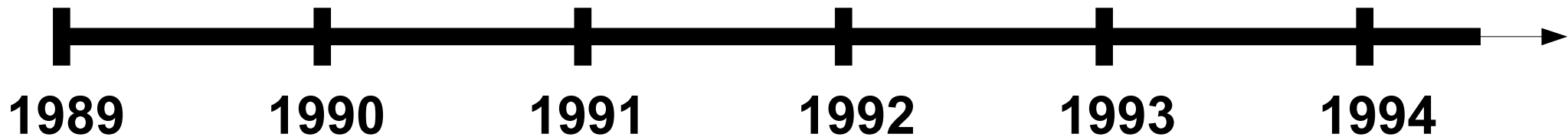
Maxis  
1989



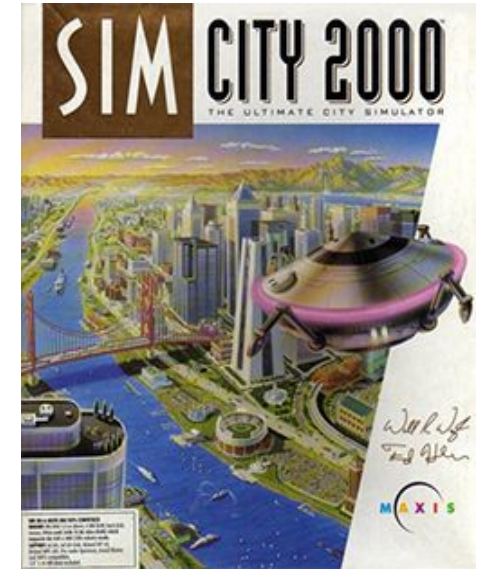
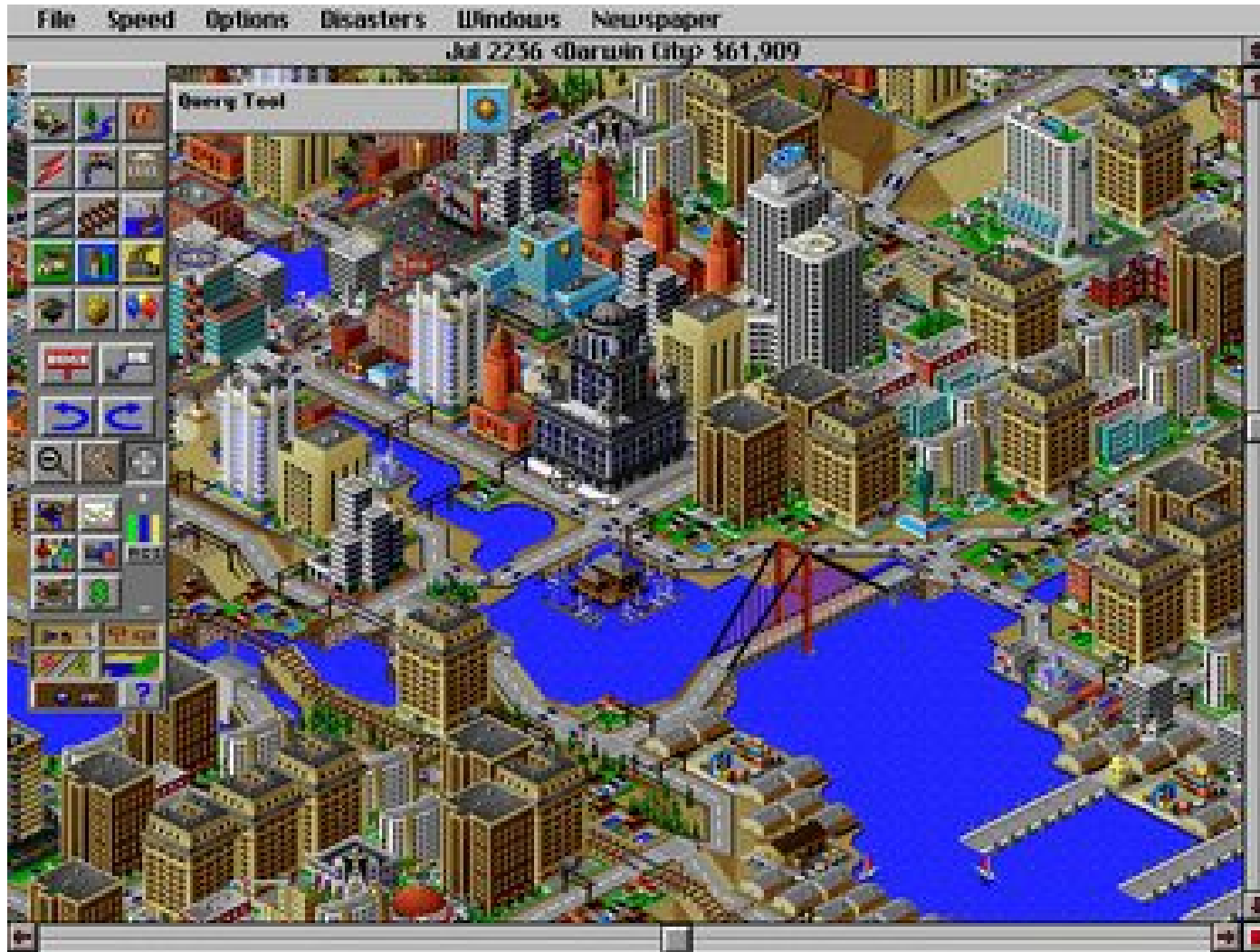
# Railroad Tycoon



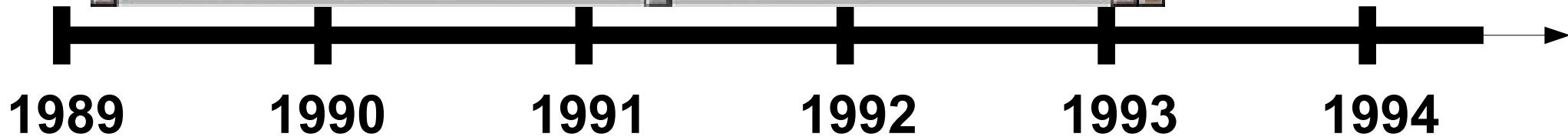
Sid Meier  
MicroProse  
1990



# SimCity 2000



Maxis  
1993



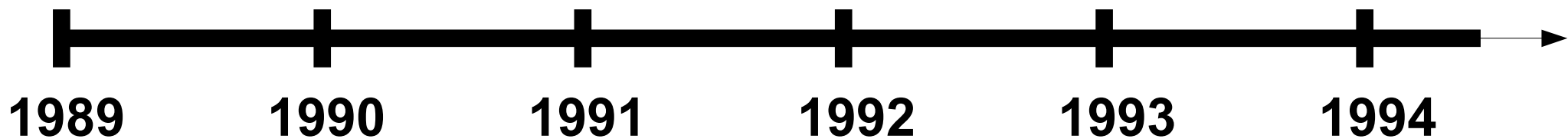


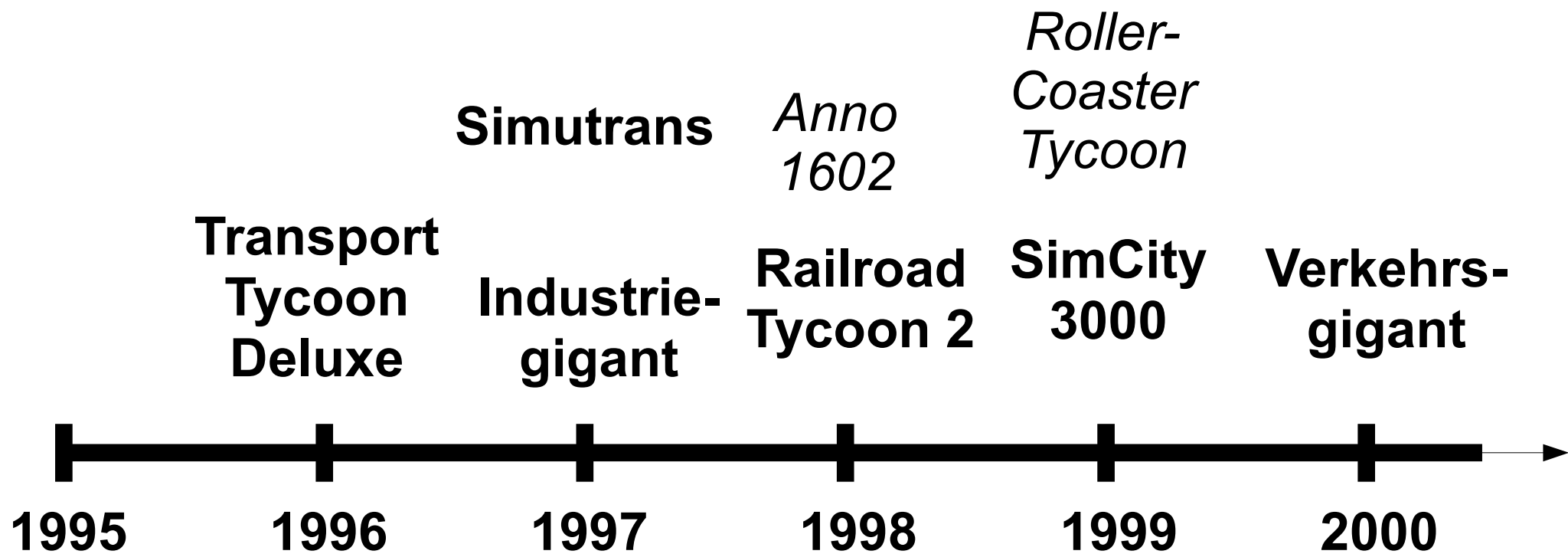
# Transport Tycoon



TRANSPORT  
\$ TYCOON \$

Chris Sawyer  
1994

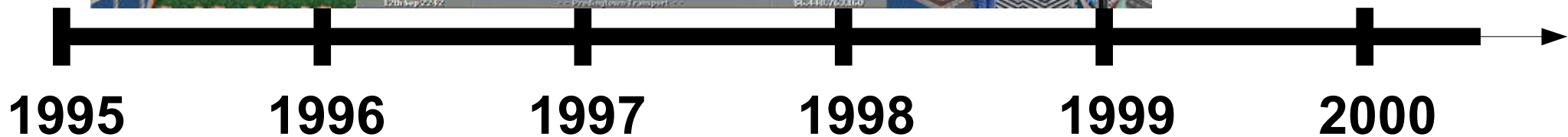




# Transport Tycoon Deluxe



Chris Sawyer  
1996



# Simutrans



*Open Source  
(Artistic Licence)  
1997*



# Industrie Gigant



JoWood  
1997



# Railroad Tycoon 2



RAILROAD  
TYCOON 2

PopTop Software  
Take 2  
1998

1995

1996

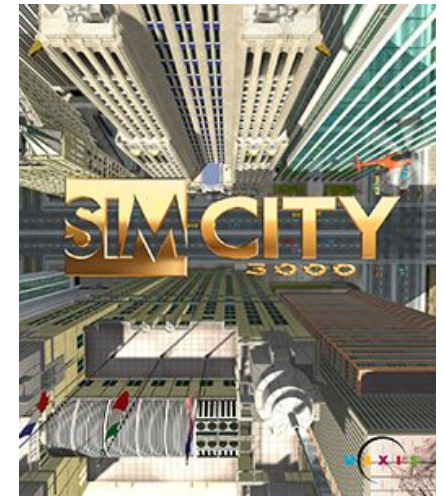
1997

1998

1999

2000

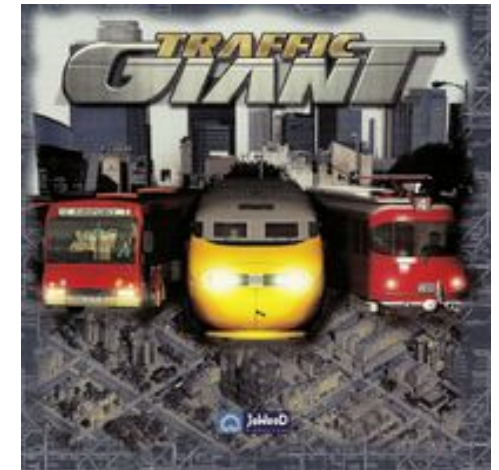
# SimCity 3000



Maxis  
EA  
1999



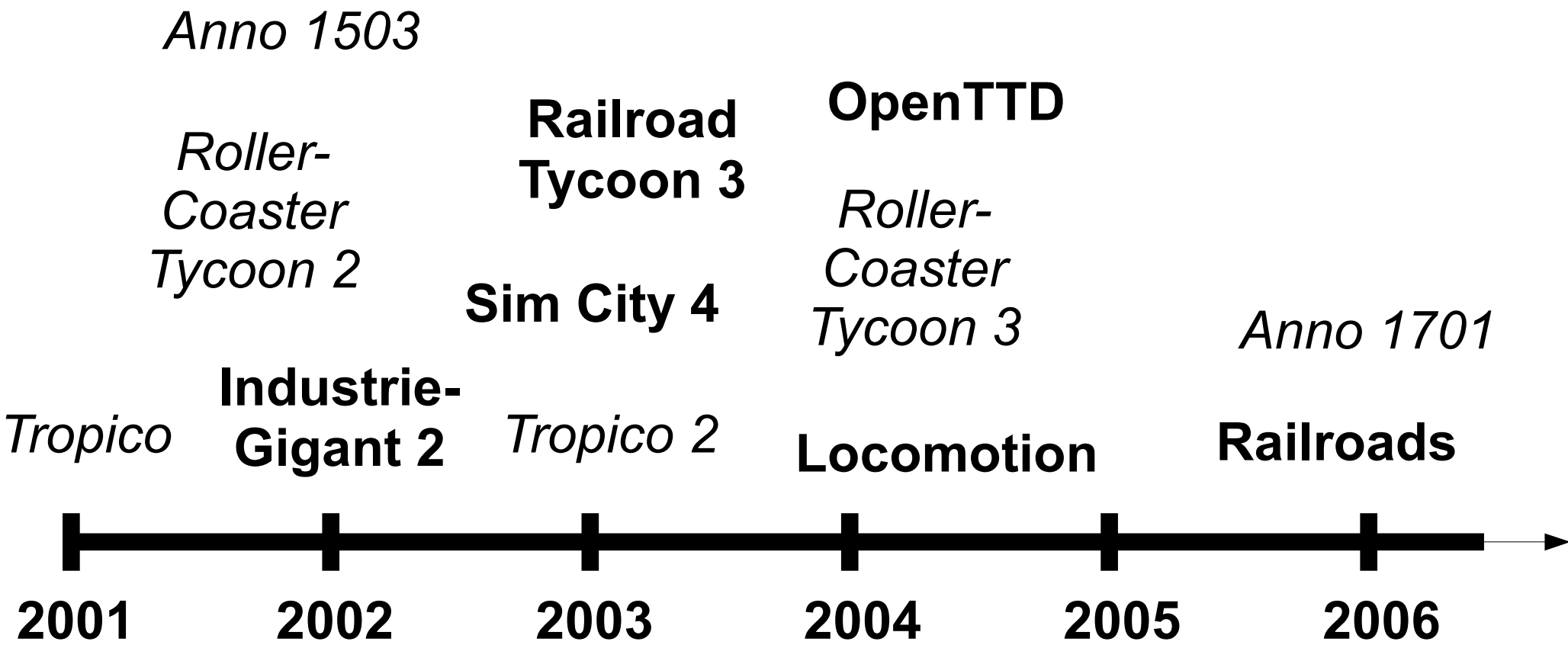
# Verkehrsgigant



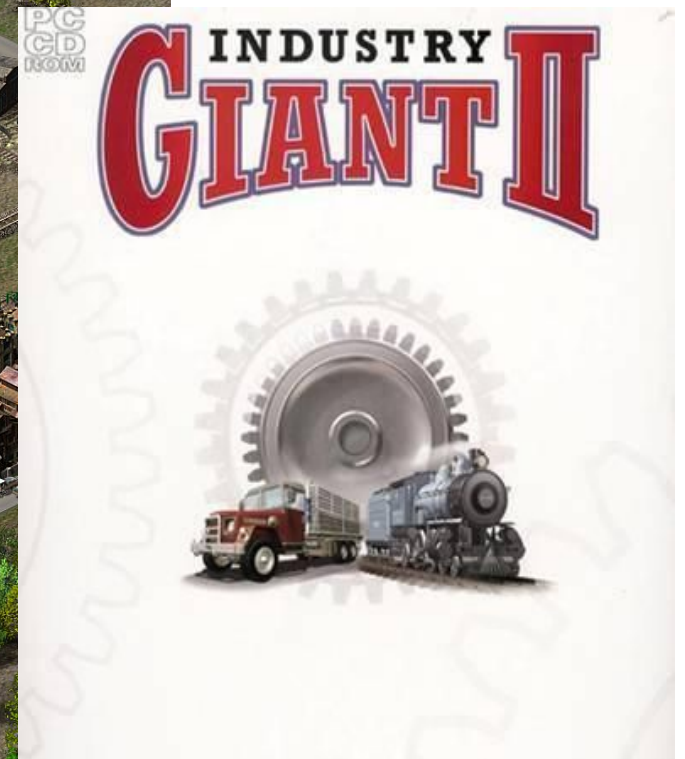
JoWood  
2000







# Industrie Gigant 2



JoWood  
2002



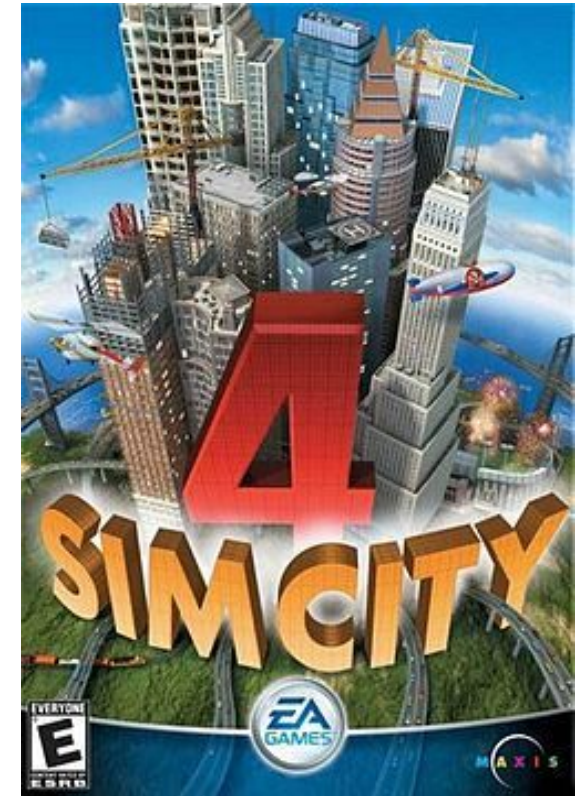
# Railroad Tycoon 3



PopTop Software  
Gathering  
2003



# SimCity 4



Maxis  
EA  
2003

2001

2002

2003

2004

2005

2006

# OpenTTD



OpenSource  
(GPL v2)  
2004

2001

2002

2003

2004

2005

2006

# Locomotion



Chris Sawyer  
Atari  
2004



# Railroads



Sid Maier  
2K Games  
2006

2001

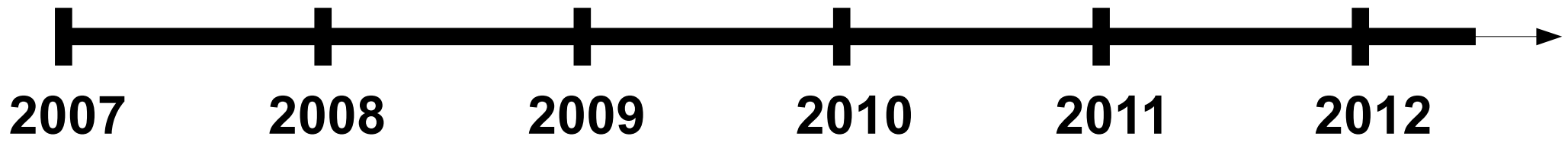
2002

2003

2004

2005

2006



**2007**

**2008**

**2009**

**2010**

**2011**

**2012**

*Tropico 3*

*Anno 1404*

**Cities in  
Motion**

*Anno 2070*

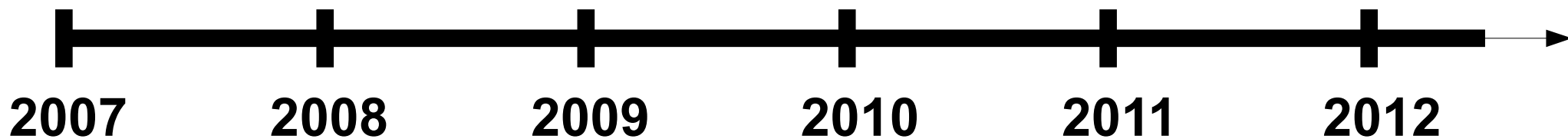
*Tropico 4*

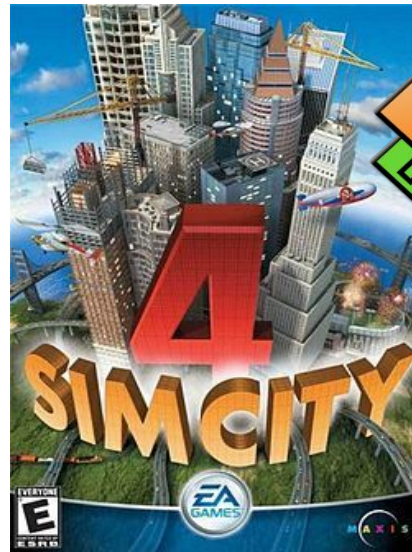
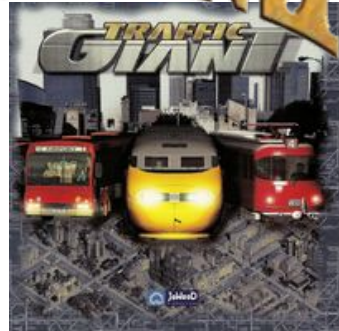
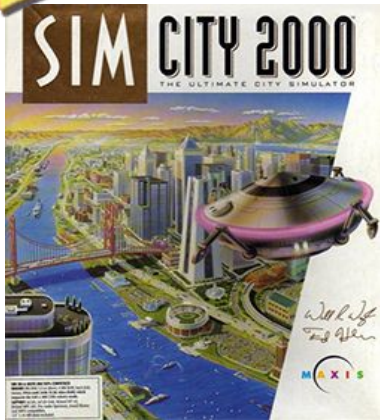
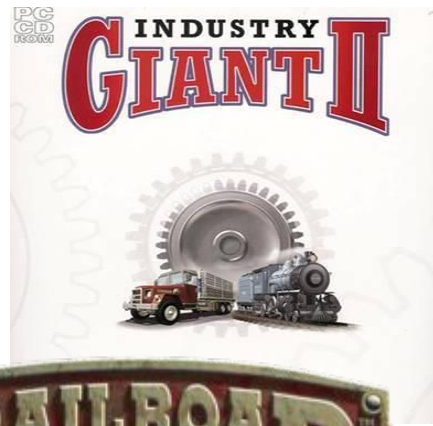
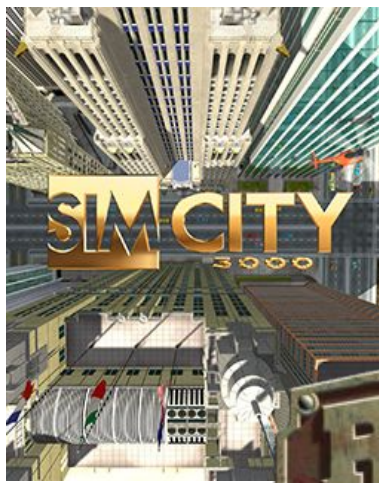


# Cities in Motion



Colossal Order  
(+Chris Sawyer)  
Paradox Interactive  
2011





1989

2012





# OpenTTD

- Open-source Simulationsspiel
- Verkehr & Logistik
- Basiert auf „Transport Tycoon Deluxe“
- Möglichst nah am Original, bleibt aber GPL
- Erweitert um viele neue Funktionen
- 50+ Sprachen

# OpenTTD - damals

- Version 0.1 im März 2004, Ludvig „Ludde“ Strigeus
- Programmiert in C
- Vollversion von kostenpflichtiger „Transport Tycoon Deluxe“ notwendig
  - Grafiken
  - Sounds
  - Musik
  - Rechte liegen bei Atari

# OpenTTD - heute

- Version 1.0 im April 2010
- Programmiert in C++
- Vollversion von kostenpflichtiger „Transport Tycoon Deluxe“ **NICHT MEHR** notwendig
  - Grafiken → OpenGFX
  - Sounds → OpenSFX
  - Musik → OpenMSX
  - Vollständig GPL lizenziert

# OpenTTD vs. TTD dx (1)





# OpenTTD vs. TTD dx (1)



# OpenTTD vs. TTD dx (2)



# OpenTTD vs. TTD dx (2)



# OpenTTD vs. TTD dx (3)



# OpenTTD vs. TTD dx (3)

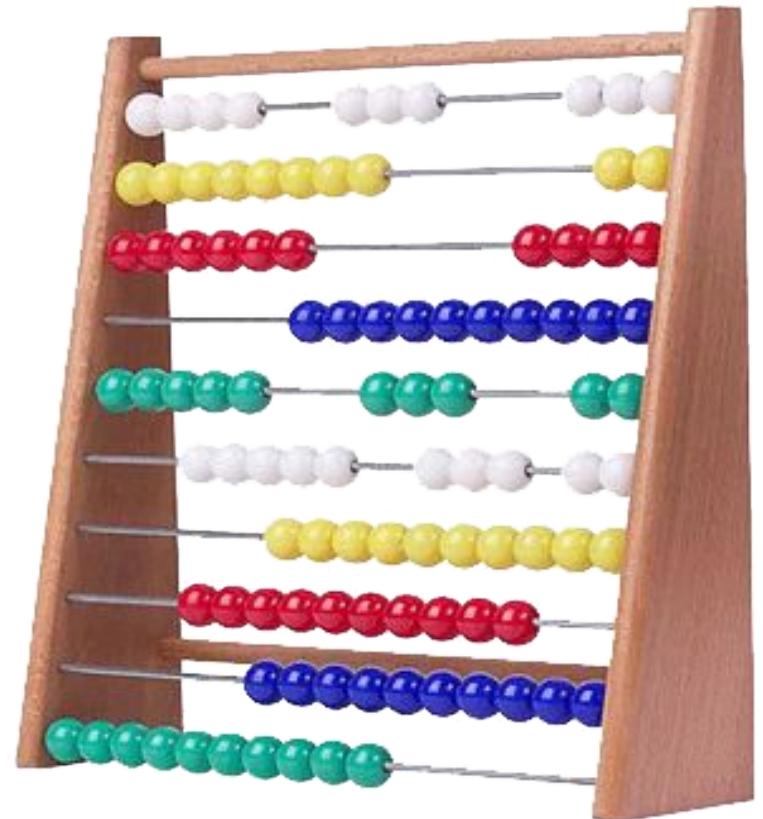


# OpenTTD

- Unterstützte Betriebssysteme:
  - BSD, besonders FreeBSD, NetBSD & OpenBSD
  - Linux
  - Solaris
  - Windows 95/98/ME/2000/XP/Vista/7
- Offiziell nicht komplett unterstützt:
  - Android, Nintendo DS, AmigaOS, DOS, ...

# OpenTTD

- Systemvoraussetzungen:
  - 75 MHz CPU
  - 64 MB RAM
  - 10 MB Festplattenspeicher



# OpenTTD Statistiken

- Ranking

- 32bit

- Cnet #10 (Free Simulation)
    - Chip.de #5 (Aufbau / Wirtschaft)

- 64bit

- Cnet #15 (Free Simulation)
    - Chip.de #9 (Aufbau / Wirtschaft)



# OpenTTD Statistiken

- Downloads
  - Täglich: ~3.000
  - Total: ~4.000.000
- Weitere Daten
  - <http://www.openttd.org/en/stats>
  - <http://stats.openttd.org/>

# OpenTTD Links

<a href="http://bugs.openttd.org">bugs.openttd.org</a>	Bugs Tracker
<a href="http://docs.openttd.org">docs.openttd.org</a>	Source Documentation (HTML)
<a href="http://translator.openttd.org">translator.openttd.org</a>	WebTranslator for OpenTTD
<a href="http://vcs.openttd.org">vcs.openttd.org</a>	Web-based SVN source viewer
<a href="http://finger.openttd.org">finger.openttd.org</a>	Summary of current versions of OpenTTD, for automated tools
<a href="http://servers.openttd.org">servers.openttd.org</a>	Server listing for currently running multiplayer games
<a href="http://wiki.openttd.org">wiki.openttd.org</a>	Wiki, manual, and other useful information for players and developers
<a href="http://www.tt-forums.net">www.tt-forums.net</a>	Transport Tycoon Forums, with an OpenTTD subforum

# OpenTTD Spoofs



# OpenTTD Spoofs



# OpenTTD Spoofs



# OpenTTD Spoofs



# OpenTTD

Vielen Dank für  
Ihre Aufmerksamkeit!

