

Stop Building.
Stop Buying.

Why Mind Control Software is using Project Darkstar.

Andrew Leker

- CEO, Mind Control Software, Inc.
- *SkyRealms of Jorune, Alien Logic*
- *Silencer*
- *Ooga Booga*
- *Visual Concepts' Netmare*
- *Oasis*
- *Sun Microsystems' Project Darkstar*

Online Games

- They're the Future
- People crave social interaction
- Network effect
- Stickiness

Creating an Online Game

- Design
- Game engine
- Distributed logic
- Virtualization
- Matchmaking or “world”
- Hosting
- Ongoing tech

Online Tech

- Build
- Buy
- Project Darkstar

Building

- **Very straightforward**
- **Add 3-15 months**
- **Add \$75k - \$1 mil**
- **Drop confidence**
- **Take focus off of game**
- **Become a technology company**
- **Pretend cross-platform doesn't exist**

Buying

- Complete solution for MMORPGs
- Lots of little solutions out there
- Locked into a vendor's approach
- Does one size fit all?
- Price

Project Darkstar

- Modern approach
- Well contemplated
- Appropriately abstracted
- Keep focus and flexibility
- Thriving user community

Technology

- World class expertise
- Scalable, Fault Tolerant, Reliable Server Systems
- Open your eyes to cross-platform
- Massive Scalability
- Plug-in architecture

Sun Microsystems

- The backing of Sun Microsystems
- Hosting
- Generous license agreement
- Commercial license



Thank You

- Andrew Leker
- Mind Control Software, Inc.
- aleker@mind-control.com
- www.mind-control.com