

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

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