

Project Darkstar Business and Licensing Overview

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Why Project Darkstar?

- Personal interest
- Sun Microsystems experience in online
- New approach to “old” problem
- Interest in growing the online game market

How Is It Different?

- Designed specifically for online games
- Simplified development model
- Simplified service operation
- Highly pluggable - easy to integrate
- “Enterprise grade” solution
 - Fault tolerant, reliable and scalable

Developer Advantages

- Lower development costs
- Faster time to market
- Address many markets from a single platform
- Simplify tool integration
- Drastically reduce operational cost

Business Impact

- Rapid prototyping on a scalable framework
- Remove burden of developing a server platform
- Supports multiple client devices and languages
- Reuse server infrastructure on-the-fly
- 3rd party hosting opportunities

Leveraging Community

- Open source under GPLv2
- Community site at ProjectDarkstar.com
 - Forums, articles, wiki, etc.
- Public projects, additions, bindings, etc.
- Exploring new ways to use the technology

Licensing

- Available under GPLv2
- Commercial license options will be available

Services

- Sun Microsystems support contracts
- Multiple hosting options
- Solution stacks
 - Pre-configured systems
 - Bundled hardware/software/support

Project Darkstar Business Slides

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