roguelikes
and building one
Rogue (1980)
turn-based
permadeath
procedural
generation
roguelikes:

NetHack
ADOM: Ancient Domains of Mystery
Diablo
Dwarf Fortress
Cataclysm: Dark Days Ahead
FTL: Faster Than Light
rec.games.roguelike.development

IRDC:
International Roguelike Development Conference

RogueBasin wiki

#rgrd (QuakeNet)
quickly fiddle with game mechanics and procedural algorithms instead of graphics and UI
hitpoints
attacks
pathfinding

obstacles
field of view (FOV)
items (food)
motivation / decision-making
map memory
symmetry in capabilities between player and monsters
server client architecture

API

scriptability
http://www.plomlompom.de/PlomRogue/
http://github.com/plomlompom/PlomRogue/

GPL

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NoDrama assembly